Dungeon Crawl Classics

Caverns of Thracia

A DCC RPG CONVERSION
AND CLASSIC HOMAGE
BY JENNELL JAQUAYS

GOODMAN GAMES

Includes extensive historical commentary!

The Caverns of Thracia

A DCC Edition Conversion and Classic Homage

The Caverns of Thracia

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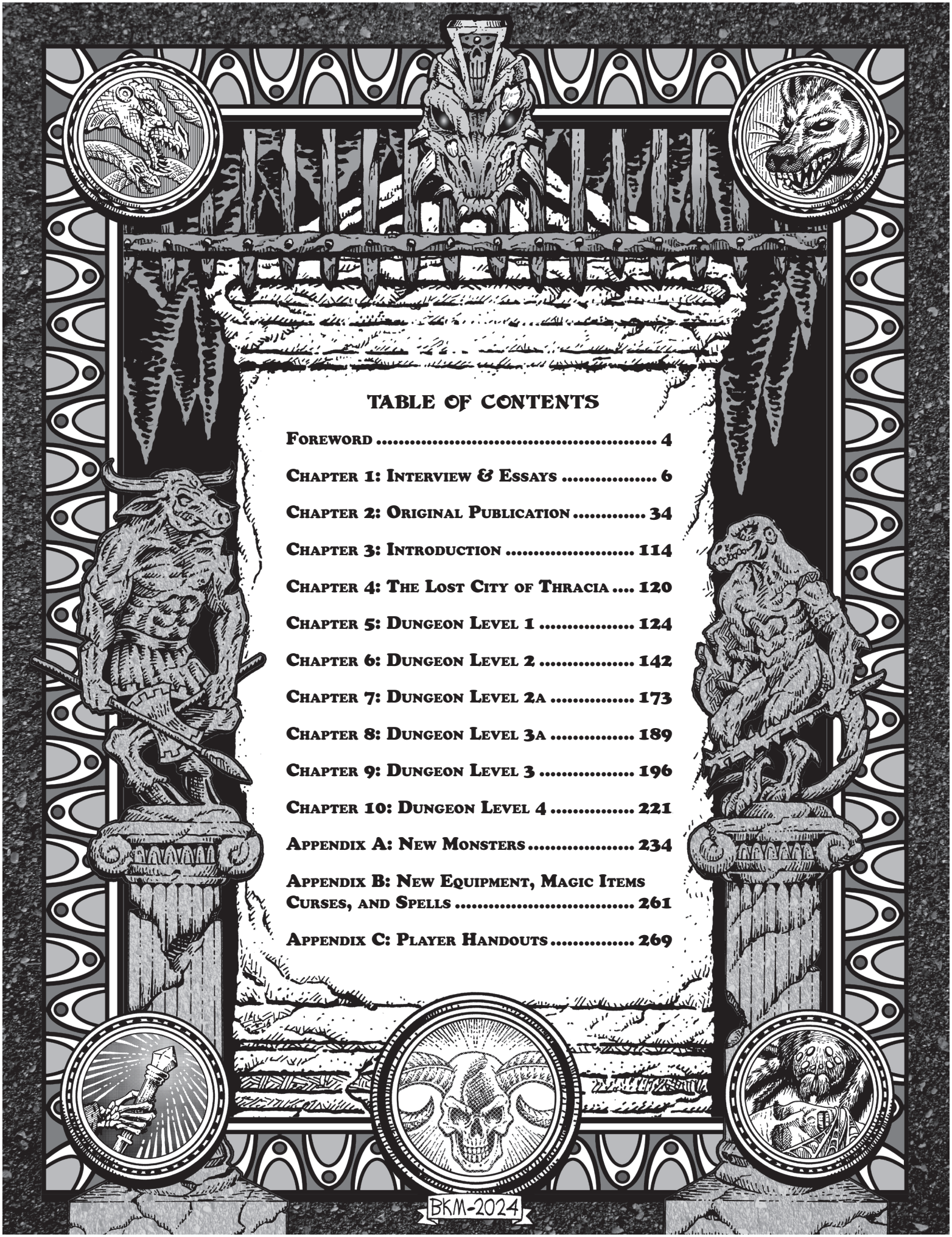

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FOREWORD

Welcome to *The Caverns of Thracia*, a subterranean realm steeped in history, home to monsters, and the resting place of long-forgotten lore. Here, the crumbling dungeon walls almost sigh with the weight of the ages, the corridors are strewn with the bones of the long-dead, and the shadows contain golden treasures that glimmer in the chthonic gloom, untouched for centuries. Prepare yourselves well because we'll be down in those caverns and dungeon chambers for a long, long time. Perhaps, if we're unlucky, forever.

The Caverns of Thracia is an amazing dungeon as you're about to discover. It mixes history and myth, seasoned with a dash of archeology, and set to simmer in a stewpot forged from sword & sorcery. Few other dungeon adventures feel as real, as lived in, as the dark caves beneath the ruins of Thracia. Players—at least the ones who pay attention—will discover evidence of lost civilizations, ancient gods, and forsaken magic, clues hinting at larger tales going back millennia. If they're smart, they'll use this knowledge to their advantage and live to see the sunlight again.

This isn't to say there's no room for kick-in-the-door-and-roll-for-initiative types. The players will have many opportunities to break out the dice and throw d20s with abandon. A rogues' gallery of foes, from bestial humanoids to the restless dead to demonic powers, stalk these halls, each a formidable foe in their own right. However, combats can be perilous, and an astute party of adventurers knows that it's better to run sometimes than stand and fight—especially given the wide range of power levels possessed by the denizens of the caverns.

You may have experienced *The Caverns of Thracia* before or this might be your first journey down into them. To the former, we say "Welcome back." You're about to encounter a dungeon that will still be familiar, albeit powered by more modern game mechanics. If this is your first trip into the caverns, you've chosen the perfect time to visit. Goodman Games has given its all to bring you a classic dungeon that's bound to entertain, challenge, and perhaps even frustrate, no matter if this is your first or your hundred-and-first role-playing adventure. The task of bringing *The Caverns of Thracia* to your game tables was not an easy one, but it was rewarding. We feel you'll soon agree—assuming you survive your first few encounters with the local residents, that is.

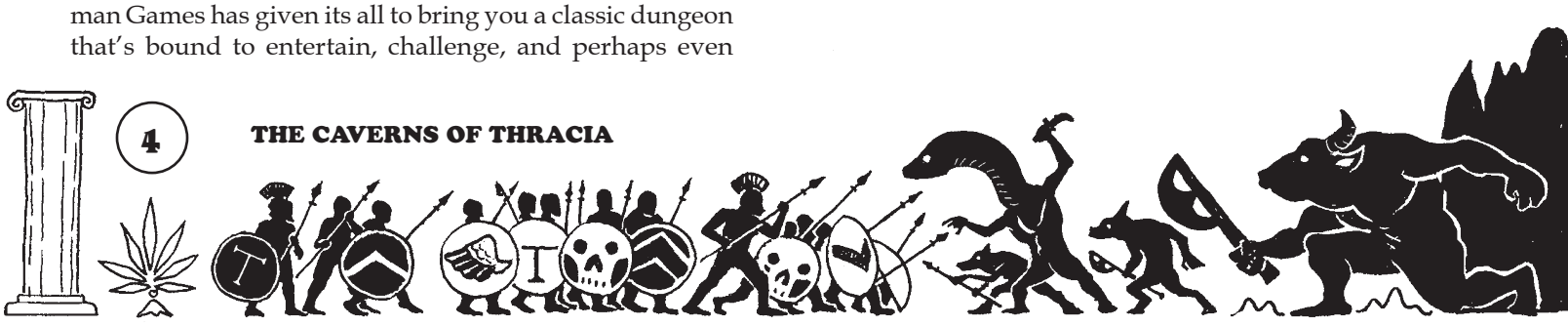
But you bought this adventure to play, not to read us praising it. It's nearly time to break out the character sheets, ready your dice, and call for takeout. The adventure is about to begin. Before we leave you to it, we wanted to say thank you to a few important people.

Firstly, to everyone who helped crowdfund this adventure, you have our most sincere gratitude. We knew this project was bound to be successful, but you blew away all our expectations with your support. Without you, there would be no *The Caverns of Thracia* ready for the game tables of today.

Secondly, none of us would be here without Thracia's original creator, Jennell Jaquays. Her imagination and talent not only gave birth to what you're about to experience, but also inspired countless game designers, hobbyists and professionals alike, to strive for greatness. We here at Goodman Games were immensely saddened by Jennell's passing before this project was completed. We hope her spirit is still out there somewhere, watching and waiting to see how a whole new audience embraces one of her great works. Thanks, Jennell. You remain an inspiration to us all and we miss you dearly.

Now, it's time to strap on your armor, prepare your spells, light your torches and lanterns, and enter…*The Caverns of Thracia.*

—Michael Curtis & Chris Doyle
August 24, 2024



Chapter One

INTERVIEW & ESSAYS

FROM DRAWING TO A LIFETIME AS A PROFESSIONAL ARTIST AND GAME DESIGNER: JENNELL JAQUAYS

INTERVIEW BY TAVIS ALLISON

Tavis: Hello.

Jennell: Hey there.

Tavis: I'm glad we got that worked out. So, I have *The Dungeoneer* number one in front of me.

Jennell: As do I.

Tavis: Excellent. So, this was the beginning of your career.

Jennell: It literally…at least in games, was the beginning of my career. I had already been on a path to go into a career in art at that point, but I didn't know exactly what direction it would go.

Tavis: You had been artistically inclined since you were a kid?

Jennell: Oh yeah, I had been drawing since the first time somebody put crayons in front of me. I have specific memories of the Crayola multi-crayon boxes, the colors I loved most, and the ones that made me sick to my stomach.

Tavis: I remember the first time I reached out to you was because I had had a dream. This was probably a couple years after Gary Gygax died. My awareness that my gaming heroes from when I was a kid were slowly dying was growing, as was the sense of urgency that I should reach out to them while I could. In this dream, I dreamed of visiting your childhood house, and you showed me the drawings that you had on your fridge. So, it's awesome to think that those drawings, those artifacts of your childhood, are still there.

Jennell: I'll be honest here. I don't know if my mom actually put my drawings up on the fridge.

Tavis: So…my dreams can't be expected to be entirely accurate.

Jennell: No, but I do remember as a child—this was maybe when I was in the second or third grade—I was into orcas. I think we called them killer whales back then. I had drawn this entire pod of orcas and cut them out of paper. We stuck them up on the wall individually in the family room. So, I had those orcas there for quite a while.

Tavis: That's awesome. How did you start drawing? What were your inspirations for fantastic images?

Jennell: I really got started doing, what I'll call fantastic images, through comic books. I enjoyed reading comics from as young as I can remember. My dad read comics. I don't think he collected them, but he would buy *Turok, Son of Stone,* and *Magnus, Robot Fighter*, and, the early sixties version of *Mad Magazine*. So, I was being affected by political satire as early as, say, second grade.

Tavis: That really comes out in your early work. The cover of the first *The Dungeoneer* is a great example of this, in that the expressions are so communicative.

Jennell: Well, I had actually, by that point, been doing my own comic book art, for my own entertainment, from probably as early as the fifth grade. I did a comic book based on the Legion of Superheroes, and it was all with cats. All the heroes were cats and I did a comic book based on them. My brother would tell some stories, and he would draw some comics too. We would bind them all together into a book and make our own comic books that way. All drawn on the back side of photocopy paper that my dad brought home from work. So, I had these comic pages in a bound in a book, with a heavy wood cover.

Tavis: That's amazing!

Jennell: So, that was how I actually started drawing. I wasn't taking art classes that early on. But then I took art in high school, in my first year. It wasn't until I moved to Michigan

that I started back up taking art classes. I started drawing comic books again, with one of my friends. He added some stories he was telling, and together we would sketch out, in math class, a comic strip called B'wana Banana. I would do the illustrations and the storyboard panels, and he would write all the text beneath them, and usually they went together. I have pages and pages and pages of those comic strips. Unfortunately, some of them were fairly politically incorrect, so I haven't gone out of my way to share them. So that was really how and where I got started. By the time I drew *The Dungeoneer* cover, I was in the middle of my second year of college as an art student and was already starting to think about doing things at a professional level. I had some things printed by that point but not fantasy work. But, I was learning how to draw for publication.

Tavis: One of the things that I think about a lot is, in the early TSR advertising campaigns, they called *Dungeons & Dragons* "the gateway to adventure". But when *The Dungeoneer* came out, it was only 1976, and that gateway had not been open for very long.

Jennell: I hadn't actually looked at a set of D&D rules until about Thanksgiving of 1975. And, at that point, it wasn't even the full rules, it was just *Greyhawk*. This was like opening a door to things I had always wanted to do as a child. There was a series of stories that *Different Worlds* magazine did later on, in the later 70s, called *My Life and Roleplaying*. I was one of the first contributors to that series. And one of my observations at that point was that as children we had always done role-playing. We were cops, we were robbers, we played house, we played cowboys and Native Americans, we played at being in the Army fighting World War II again. So, we were already role-playing, and we were making things up as we went along, including our interactions. We didn't need rule sets. But, as we got older, as we got into our late teens and twenties, suddenly we needed some kind of structure superimposed on our play, and that's what the *D&D* rules delivered. Suddenly, we were playing those childhood fantasies again, but in a structured environment.

Tavis: And so, when the gateway to adventure opened, you had already had some experience with other kinds of adventures and the comic book you were doing, you had already been working collaboratively.

Jennell: Right. I always found that when I was working back then, I worked better if we bounced ideas off each other. My partner-in-crime then was J. Mark Hendricks. We'd been friends since my junior year of high school. And, that's how we worked together. So here we were in our second year of college together, at the same school. We sort of knew how each other thought and processed ideas. We were able to bounce ideas back and forth, and we ended up with the idea for this magazine. It was something I always wanted to do. It was my natural first step, and he joined me in that first step. Mark wrote some stuff for it, but I ended up doing most of the game content. Whether or not I was good at it or not, at the time, I ended up doing the game content.

Tavis: With the *Dungeons & Dragons* rules, those three little brown books, a number of the illustrations in those rule books have been shown to be, basically, copied from comic books.

Jennell: Oh yeah, that's right. In fact, I think people have traced back pretty much everything in there to one comic or another, whether it was a Jack Kirby comic, or *Dr. Strange*, or whatever. So yeah, I understand Gygax was very adaptive.

Tavis: And so, did you look at that and think, "I can do better?"

Jennell: Oh, absolutely. I absolutely looked at that and said, "Yeah, I can do better than that." By that point, I was already doing black and white illustrations for *Space Gamer* magazine. My illustrations weren't great. They were, what I called filler artwork: stuff I dashed off on a piece of sketch paper and sent in to get store credit so I could buy games. But, yeah, I looked at that and said, "Yeah, I can do a lot better than that." And I would say, for the most part, most of the stuff I did was better.

Tavis: Right, it was not a very high bar.

Jennell: See? See? Most of the stuff I did was better.

Tavis: Looking on to *The Dungeoneer*, and looking at the editorial on the publisher's statement, I was struck by your mentioning *Space Gamer* magazine. And, that later becomes Games Workshop, right?

Jennell: No, Games Workshop had as their fan level zine the *Owl and Weasel*. And that later became the *White Dwarf*.

Tavis: And it was in *White Dwarf* that you read about *Dungeons & Dragons*?

Jennell: No, it was in *The Space Gamer* magazine. Let me trace back the actual story. I was working as an announcer in our college radio station. I worked the evenings. It was basically my job during college. And one night, my younger brother Bruce called. My brother was the gamer in the family. I enjoyed the games, but he was The Gamer. As such, he subscribed to *The General* from Avalon Hill, and I think he may have subscribed to the *The Complete Strategist*. He played the board games and he really enjoyed the military board games. As far as I know, he still does. Because he was a subscriber to *The General*, Metagaming Concepts sent him a copy of their house magazine, which was called *The Space Gamer*. Now this was 1975, and it was the second issue. There were mostly articles about Metagaming's games, but, there were also a lot of articles and reviews about other people's games. I think one of them may have been written by Michael Stackpole. But, they talked about this game, *Dungeons & Dragons*, in the reviews, and my brother read me these two reviews over the phone. And as I listened, it's one of those things where you can actually recognize a point at which your life just changed. That's how much of a pivot point in my life that that phone call from Bruce was, because, I had found something that I wanted to devote my time and energy to, which was getting these game rules and playing them.

Tavis: And that's been a life-long endeavor for you. You went through that gateway and never came back.

Jennell: I never came back. Except for working for some non-gaming clients over the years, I have been in games since 1975.

Tavis: And, there's so much more territory there now than there used to be. Your work has spanned table-top role-playing games, computer games.

Jennell: Miniatures, digital electronic games. I've had at least some degree of a hand in, just about everything in entertainment gaming over the past 40 years.

Tavis: And some of those companies have gone on to be big businesses. It strikes me that in your editorial, you say that you should maybe write a letter to the guys who published *Dungeons & Dragons*.

Jennell: Remember, this was written by a 19-year-old kid. Let's not put a whole lot of weight on things here.

Tavis: But at the time the, the qualitative distance between your zine and this other little set of similarly sized booklets that were published by people in the next state over doesn't seem that great compared to the behemoths that gaming publishers have become nowadays.

Jennell: Well, it was, literally, a hobby. I mean, it was hobby publishing. Even TSR, with their magazines, were still hobby publishing. The big boys at that time were over on the East Coast. SPI and Avalon Hill were making the slick board games, while the fantasy side was just starting with TSR and Metagaming Concepts. And, out on the West Coast, the big publisher was Chaosium. The rest of us were all hobby level publishers. *Dungeons & Dragons* came in a box, but Chaosium was shipping their work out in poly bags. And poly bags were a legitimate form of distribution back then.

Tavis: Yeah, my copy of *The Dungeoneer* has a mailing label to the Argosy Bookshop in Grand Rapids, Michigan, and it's postmarked June 29, 1976.

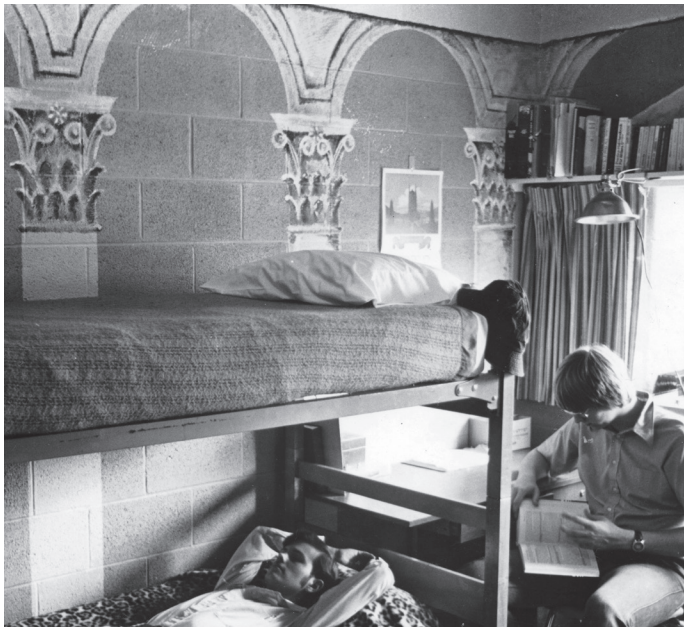
Jennell: What…wow. Wow. God, I'd love a picture of that back cover.

Tavis: Yeah, you signed it in 2011. You've seen this copy before.

Jennell: Where I wanted to go with all that was, the way we promoted our zine, is I think we had a couple hundred copies printed up. This is what we could afford. We went to a local quick-print shop. I think it was Instyprint. They were in downtown Jackson, Michigan. I talked with them in advance to find out what they needed for paste-up art. And so, we pasted up a double-size piece of artwork, maybe even a little larger than double-sized, that would eventually become the print master for the first copy of *The Dungeoneer*. Setting up the page folds so that it would print properly, when it was printed, trimmed, and assembled. We went down there and at that time, they had that brown cover stock. We couldn't get exactly what TSR had used, but they had this brown, this tan cover stock. So, we said hey, that looks like *Dungeons & Dragons* rules.

So, that's what our first cover had to be. While we were getting things printed, we went through hobby game magazines, looking for any source that we could find that listed an address of somebody who'd played or sold games. We went through my brother's *General* magazines and *The Space Gamers*, just looking for addresses of people. And then we mailed out 100 free copies to those on our list. I'm guessing that Argosy Bookshop, or the game shop there, was one of the ones we sent out with that postmark. So, that copy you have is probably from that early date and is probably a first printing, first mailing. That's how we distributed it the first time. I have two memories from what came back from that first mailing. The first memory is that we got at least one, maybe a couple, letters telling us, chewing us out, for sending them *Dungeons & Dragon*-based material, and that we were basically a pox upon gaming and to never send anything like that to them again.

Tavis: Wow.



Home of The Dungeoneer. From the late summer of 1976 to January 1978, Jennell produced her fanzine out of this dormitory room. She and J. Mark Hendricks had painted the cinderblock walls to resemble Grecian columns as part of a school- wide painting competition. The college provided the paint, so color choices were limited. They took second place. *Photo credit: © 1976 Dr. David J. Gingrich, PhD*

Jennell: I know. It was like, "Oh, I sent you something free, and you're yelling at me. And you took the time to yell about it in a letter." And then the other was a check for our first subscription, from Jim Ward.

Tavis: Wow.

Jennell: Yeah, Jim Ward was our first subscriber.

Tavis: And then, he was published in *The Dungeoneer*.

Jennell: Yes, he made some contributions for the magazine, including some gaming content that eventually ended up being canonical D&D.

Tavis: So, you made it big.

Jennell: Oh, yeah, we were big-time. Two college kids from Michigan, doing the big-time. We actually got enough feedback, that we were encouraged to do a next issue. I think by that point we may have actually already been in progress on the next one. I distinctly remember, Merle Davenport running a play test of Merlin's Garden that summer in his apartment for us.

Tavis: And you were a…a player for that one?

Jennell: Yes.

Tavis: Do you remember your characters?

Jennell: No. My memory tends to be more geographically oriented than topical. So, I can tell you exactly where his apartment was, I can tell you that it was on the second floor. I can remember how I would specifically get to that apartment again, but I can't remember much more beyond that. We did finish the adventure from what I remember.

Tavis: It's super difficult to wrap one's head around your early design work. The dungeon that is in the first issue - F'Chelrak's Tomb – is pretty complex. I have to go over and study those maps multiple times to try to get the shape of it into my mind. And I wonder if the way that you remember things geographically is related to the ability that you have to visualize these 3-D spaces.

Jennell: It's entirely possible. I don't necessarily have a direction bump in my head. When I go someplace, if I'm paying attention to how I got there, I know how to get home, and vice versa. That's probably it. I do think in terms of spatial relationships between areas in my life.

Tavis: What do you remember about the first time you played *Dungeons & Dragons*?

Jennell: Okay, there's a story behind that. Back before I got my first copy of the rules, I had this friend at school who'd just broken up with a boyfriend. I saw this as an opportunity to at least date her once. She was cute and fun, and I liked her. So we went out, and she was intrigued by what we were doing on the games front. She told me, "Yeah, I've got this friend back in my hometown, and he's a big deal Gamemaster." And, "He's so big deal that he and Gary Gygax don't even like each other. You know, they'll cross the street to avoid each other." Now, whether this was true, I don't know. But what I do know is that she arranged for Ron Parlette [Phonetic] to drive up to my college on a Saturday evening and run our first game for us. This was probably in February of 1976. At that time, one of my regular hangouts was the radio station. It was a little house on campus that was separate from the rest of the campus. The only reason people had to be there was because they were working at the radio station. Mark and I worked there. We arranged to have Ron run the game in one of the outer rooms of the radio station while other people were in the back. I think one of us may have actually been working that night. So, Ron ran the game, and I…this I remember …I played a magic user. First level magic user, and I got …I think what happened that night was I was killed by an orc, or paralyzed by a carrion crawler, and died. But it was so vivid and like being there in person, and I was hooked. I never played with Ron again, but now, now we had a sense, that oral tradition sense, of how someone else did it, and we could start running our own games based on that oral tradition.

Tavis: So who were the people you went back and played games with, after that experience, and who were the…. Dungeonmasters?

Jennell: We had a small group of us who played. I was one of the Dungeonmasters. I got into this whole designing spaces thing right away. It was something I did as a child, building cities out of blocks. So this game was like a natural extension of what I did in my childhood. And J. Mark Hendricks, who's one of the other publishers of *The Dungeoneer*, was another Dungeonmaster. I don't think that he played in that first game session, though he was part of the core group afterwards, but Randy Cox was a Dungeonmaster. He was one of the guys in my dorm, and later on, my roommate. And then David…a fellow by the name David Marbry [Phonetic] who in my mind will forever be Lychor the Thunder Wizard, the Black Thunder Wizard. He actually wrote something later for the magazine, but he played this despicable, dark wizard. So that was our core group originally, along with my brother. So, we had this very small group, and then it grew, kind of, by contagion. Somebody would see us playing up in the dorms, and next time around, they'd ask to join. And, a girlfriend, or boyfriend might join the party. So we grew, very slowly that way, and had a core group of about a half a dozen people or more at any given time. And that group pretty much stayed loosely together, though not consistently, but we would play together as a group for the next five or six years, from '76, through '80, until things started breaking up because of outside forces. I moved away and some of the other people involved moved away.

Tavis: And things like the "F'Chelrak's Tomb" came out of the games that you were running during that period?

Jennell: They did. They were based on designs in my notebooks. I do not know, specifically, if I ever ran that adventure at that time. There are some other things, other designs, I had at the time that I know I did write because I had play notes from those sessions. I have play notes in the notes I still have. But the "F'Chelrak's Tomb" adventure was really me grasping for something I could put easily into the magazine. Something small, defined, that could be put in the magazine. Something small, self-contained, that could be broken off and used separately. And so I was looking through one of my notebooks and here was a secret passage dropping down through a crypt in a tomb on one of my game levels. And I went "ding" [Bell sound] and it became this self-contained space. So I separated that out from the original tomb, adapted some of the contents a little bit, fleshed a few things out that weren't in the original notes and drew that now, I guess, memorable map. A map which is, essentially, almost exactly like the map I originally drew in pencil in my lab notebook. And that's where it all started.

Tavis: Yeah, looking at those original notes, one of the elements that you took out looks to have been some Norse mythology.

Jennell: That's entirely possible. When I go looking through my old notes, one of the things I find is there are a lot of cultural references or mythology that just didn't carry through in my later writing.

Tavis: It's kind of like those are the founding blocks for your work. You had a solid-grounding in mythologies. Those were the kind of fantastic worlds and cultures that you could learn about at a younger age.

Jennell: Oh, I was a big fan of mythology. Greek mythology, Norse mythology, even some Native American mythology. I forgot to mention that in the notes, when we were commenting earlier, that I read a lot of mythology as a child. And I have things like a lot of the standard paperback versions of mythology books from back then. The actual names of the books don't come to mind, but pretty much everyone was referring to them at the time. I would pull things out of those while I was writing.

Tavis: What was your first exposure to science fiction and fantasy?

Jennell: Exposure to science fiction and fantasy was probably through television. Remember, I'm a child of the sixties. So things that I watched in the sixties included the Mercury space launches and the broadcasts for the Gemini program. These were a part of my childhood. And then along with that, and probably growing out of that, was the "Lost in Space" program, which I watched religiously, and then "I Dream of Jeanie" about an astronaut, with a bit of fantasy involved.

So these were a part of my first exposures to actual science fiction. Now, the actual science fiction movies, they scared the living daylights out of me. They were just too scary to watch. But the TV shows were fine. I would watch those and then I would check my library out and there would be juvenile novels. One title that sticks in my mind, and I think it might be an Asimov title, but it was a juvenile novel called *"Runaway Robot"*. The title sticks in my head. And then, as I got older, say around the 5th grade, I started reading Andre Norton, too. A lot of her young adult fiction, and, of course, Robert Heinlein's young adult science fiction. I just chowed-down on that genre. Some of them are my favorite books and I still go back to them. But, that was science fiction.

Fantasy didn't really come along for a while. There were a few books by Edward Eager that were among my favorite novels. He wrote a couple of books that I remember. One was called *"Half Magic"*, about some children who find a magic ring. And the ring is like a wish ring. Except, it only

does the wish half as much as the wisher wants it to be. So that's the whole gimmick of the story.

Tavis: It's like a group of kids and each of them gets a different day to try out their wish.

Jennell: Right. The almost immediate sequel, that I enjoyed, was called *"Knight's Castle."* And the basic premise in that one was the kids, the kids from *"Half Magic."*, are now grown up and they become successful adults. They've moved to the big city and the kids, now adults, are visiting their cousins. And the cousins are well off and have all these amazing toys, including lead soldiers, castles, incredible doll houses. So they sit down and start playing with them. Well, it turns out this magical toy, the one that one of the kids brings with him, is a magic item. And he causes magic to happen, and the toys come to life. The kids shrink down and they have adventures with these living toys. Which, in some way, sounds really awesome, but if you really think about it, what an amazing horror story.

Tavis: That's also sort of *Dungeons and Dragons*esque. And having miniatures that were their own gateway to fantasy worlds.

Jennell: Yep, they're the avatars of our dreams. They're the avatars of who we are in a fantasy world. Getting a drawing that depicts the character exactly is a challenge, but mentally going up and through a map that I can draw out on a table, or depict using tiles, is gratifying. You know, I can see this character go thru the adventures and imagine what's going on around them. And also see that I have to move three spaces to reach the troll.

Tavis: Right. And back in the day, you were using miniatures, sometimes, for that kind of visual positioning.

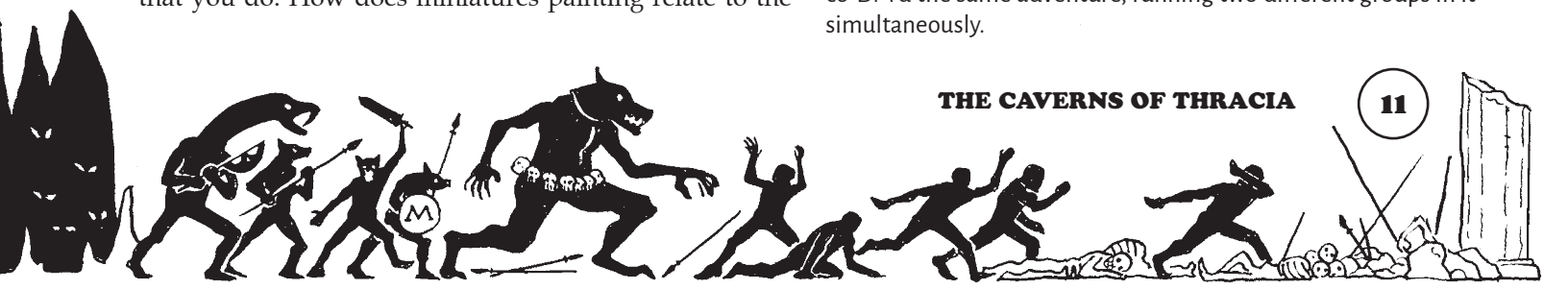
Jennell: Yeah, we did. A lot of times, but we didn't formalize it until later. It was actually after college so, I had actually been done with *The Dungeoneer* by this point —when we started using miniatures more in play. The *Runequest* game almost demanded it. That's the game we were playing mostly, at that point. And it was so dependent on more minuscule detail that we started putting miniatures down and counting distance. So I actually made a set of cardboard tiles—and by cardboard, I mean poster board—with grids drawn on them and then covered in a plastic contact shelf paper. So we could piece together dungeons and then roll out the maps. Whiteboard type maps came later. But, we were using miniatures and tiles to determine position, marching order, describe rooms, things like that. Pretty much like how we do it at the North Texas RPG Con now, where, they cover the tables in a big roll out sheet of gridded board and just draw on it. That's what we did later on.

Tavis: And painting miniatures continues to be something that you do. How does miniatures painting relate to the rest of your book? Sort of like commercial art activity and then…where does miniatures painting fit in for you?

Jennell: Well, for me, painting miniatures was another outlet for creativity. One of the things I've found through my career is I always need to be doing something creative. And if, at the point in my career I'm at, my job responsibilities aren't particularly creative, I look for something else to do that's hobby-related. So, when I was designing our role-playing games, that was both my work and, to some degree, it was my hobby. But I also started painting miniatures as a way to have an artistic expression that was non-commercial. And then later, when I was working in electronic gaming, afterwards at Coleco, painting became my creative outlet, because by the time I was working at Coleco, I ended up being a manager responsible for people, not doing creative design or art anymore. So I started painting miniatures as an outlet. And the bulk of my miniature painting from that time in my life came in a three or four year span while I was at Coleco. [Exhales]

The next few years saw a lot of changes in my life. Kids came along, full time employment ended…twice. I began freelancing, and family responsibilities…having to work, you know, 12 hour days, 7 days a week to make ends meet. So the miniatures and the paints got put away. Everything I was doing from that point forward was creative work,

Game On! After college, Jennell's D&D game group met in the basement of Dr. Mike and Joanne Grebner's home in Jackson, MI. The group was so large, that Merle Davenport and Jennell often co-DM'd the same adventure, running two different groups in it simultaneously.



commercially, and it would be that way for the next…God, that was, what 1984? So let's say the next 30 years. [Laughs]

Tavis: [Laughs]

Jennell: And then recently, I've gotten back into freelancing art and design again, and that's work that fills both creative outlets: commercial freelancing and hobby-driven work. I mean, for a lot of people that's fun. For me, that's my work. That's my job. So I want to do something that's not my job that's still creative. And, for me, I said, "Okay let me start getting back into collecting miniatures" when I started doing concept work for miniatures manufacturers. Not sculpting the miniatures themselves, but doing drawings that the scupts would be based on. So that was…doing art. That was me doing my work.

Based on that, then, I said, "Okay, well, I would like copies of these miniatures I'm designing." And that led to collecting miniatures again. And I thought, "You know, I really enjoy doing this." And then one of my clients not only gave me some of their miniatures, they gave me a whole set of paints to work with. So I painted. The first thing I did was I painted some of their miniatures up, just to show what their minis looked like. And that got me back into painting and I found, "Boy this is really fun again." So I have…I have intentionally created the separation…a separation between what I do for work, which is art, illustration, design, maps, commercial marketing copy…all this sort of creative work. But then I balance it out by allowing myself the latitude to do it as a hobby. "Okay, my painting miniatures hobby is for me. I am not going to do this professionally. I'm not going to allow people to pay me to do this. This is all for me. This is my hobby." Now, sculpting a few occasionally for work, that's different. But, painting miniatures, it's my fun. So, that's kind of what I do. And right now I'm not even really gaming any more. I'm writing games, but not playing much. So, the miniatures are just a form of creative expression for me.

Tavis: Pivoting a little, let's talk about dungeon design.

Jennell: Okay.

Tavis: How do you get started?

Jennell: Back then, I usually would come up with a core idea of something I wanted to express. When I was just a gamer, I would just start drawing maps. You know, stringing interesting shapes together, and placing interesting hallways next to each other. And the characters would just go and explore, and I would fill in spaces with content that I thought would go with it. When I started designing dungeons professionally, even for *The Dungeoneer,* I started to think in terms of end goals and final rooms and encounters. And maybe even a little balance. So I started building spaces more with an idea for an end goal. And my first commercial design, *Dark Tower,* was entirely about that sort of design intention. I had this idea for the story—it was drawn from Robert Howard's Conan story, "Red Nails"—with these two factions trapped inside a citadel for their own reasons. So I put these two factions together, in this case, the Cult of Set and the followers of Mitra, which were drawn from the Conan mythos, unofficially. I pulled it out of *Deities, Demigods and Heroes.* And drew a map where I knew that my end goal was this final encounter in the capstone of the dark tower…the black tower…the Dark Tower. And everything built towards that final conclusion.

I used that same design approach in *The Caverns of Thracia*. I had an idea where I wanted the adventure to end up. I had an idea for a few things I wanted to happen in the middle and then I just drew maps and filled in along the way. *The Book of Treasure Maps* was much more tightly-focused. I think that was one where Judges Guild asked me to work on an overall theme: "Okay, Bob Bledsaw has this idea for a product and he wants you to do it." I wasn't real crazy about it but they said, "Okay, this is your next assignment." And it was that they wanted a book of short adventures, mini adventures, that were all centered around a player handout of some kind—that's a map—and that was my core idea. The way I generated ideas for that publication is that I sat down in an afternoon at my home office—I was not on site at Judges Guild at that time—and I just spewed out a bunch of ideas that sounded like interesting titles for either stories or adventures. I wrote them all down, and then I went through and, one by one, picked out ones that sounded interesting. You know, that sounded like an adventure. And I wrote a very short focused adventure for those I had picked, based on that setting. And that's where those adventures came from.

And then I had one left after that called *Hellpits of Night-Fang,* which didn't get used in the original set for *The Book of Treasure Maps* but which then became my first *Runequest* adventure that I wrote for publication, for Judges Guild. So, actually, *Hellpits* was very focused. These adventures were all billed around the idea of a soft key dungeon set in or near a ruined city, where you have a set of ruins and a lot of buildings but nothing in the dungeon was fixed as to its specific geographic location. That was all up to the game master either to do on the fly or in advance.

So, whenever somebody played through any of those adventures that contained mini-setting information—and we're talking *Dark Tower* and *Caverns of Thracia* most specifically, here—that in the setting they may encounter the same things others have encountered, but they're not going to encounter them in the same order. So, the dynamic relationship of the encounters becomes part of the actual way the adventure is designed. And how that plays out with

any particular group depends on the interactions between the judge and the players as their characters.

Tavis: You mentioned factions and certainly in *Caverns of Thracia* and in *Dark Tower,* the ways that characters interact with the factions can have varying effects.

Jennell: Right.

Tavis: Those interactions with the factions will turn out very differently, depending on the interactions themselves. Where did that design concept come from? Was that something that was coming up in your home campaigns, before *The Dungeoneer*?

Jennell: No, not so much. I mean, it did happen to some of my players later on, but they would choose sides. How should I put this…my players didn't always play nice together with each other.

Tavis: They were their own factions.

Jennell: I'm just going to use an anecdote here to demonstrate. There was a cover I did for *Dragon Magazine* years later that was called, "Cryson's Reward." It showed this knight in chain mail being dragged off into the darkness by goblins. And it looks as though he was reaching out for what looked like some kind of magic item. A bottle, maybe, like, he was still focused on that prized magic item. And then in the distance, past some ruins you could see the rest of his party looking around, saying, "Dorothy…Dorothy …Where are you, Dorothy?" So, he had purposefully gone off on his own, separated himself from the others. He had split the party and he was earning his reward for it. Well, that was based on one of the players in my group. And the character name was Cryson.

I have talked about "Lychor" the dark thunder wizard. That was another character we had back then. He would go off and take independent action a few times every game, unbeknown to the rest of the party, because I actually encourage that sort of thing. If somebody wanted to do independent action, they pulled me out of the room and we talked through their actions in a way that the rest of the party didn't know what was going on. And then everything would get back together again. Or they would find a corpse or whatever. So I had that happen a few times, but the actual factions, like in *Dark Tower*, that literally grew out of that Robert Howard story "Red Nails", were part of the design intention I constructed. That idea of two groups, locked in combat against each other for no reason except that they know they are supposed to hate each other.

Tavis: And so, it appealed to you on a story level but you also have an intuition for what's going to be satisfying in play.

Jennell: Yeah, I think that's luck. [Laughs]

Tavis: [Laughs] I was struck by that design goal. When I first read through *Caverns of Thracia* I had heard, "This is the greatest adventure of all time."

And so I said to myself, "Cool, I'm going to run it for my group." And, reading through it I was questioning how they would ever discover all these secret areas? And then, organically, they discovered the magic sword of Thirster and its ability to detect secret doors, which blew my mind and blew the party's. They had this experience of thinking, "Wow, every place we've been there're secret doors behind it."

And I had the revelation that "Wow, you knew what you were doing. You placed a thing in the dungeon that's going to unlock these areas that you've designed."

Jennell: There could be a combination of me knowing what I was doing coupled with luck. You know, just thinking that, "Oh, that would be an interesting power for this sword to have." And the rest being accidental and evolved from play. There's a word for it. Basically play, using that which you just discover.

I did put things like that in adventures that came out of my campaigns. There're some gems in *Dark Tower* that are like that. I think the "Soul of Chaos", the "Heart of Law" and the "Mind of Balance" are what they were called. When you actually look at those magic items, they're artifact level and they're horrific. What they literally force players to do is very interesting. As far as the secret doors goes, my enjoyment of fantasy, particularly fantasy fiction, were stories that began with a discovery. You know, something where the players bump into something unexpected or unknown. And they say, "Well, we could go on this way or we could look behind…what's behind door number one, there." And, door number one was often a rabbit hole that took players in other directions. It may connect back with the original but there was always something beyond that which was worth making the choice.

This is something I've discovered more recently. I was running an adventure I set up using *Swords & Wizardry* rules. And in it, a lot of the characters had the ability to discover secret doors. And what I found out was that it was actually giving too much weight to choices behind secret doors. So instead of people finding these places by their choices, they kind of bumped into them and were aware of them. And so, literally, they would say, "Okay, there's probably something down that way. We'll follow that way." And in the process, they would completely ignore the main path that I had written out. So the design intention I had made impacted the choices they made during play.

So that was a discovery I made and after the playout, I actually went back into the adventure and, since it

The Young Royal. Jennell worked with Merle Davenport's aunt to create this costume for a high school Halloween party. *Photo credit: Janet Jaquays*

was something I'm eventually going to publish, I completely changed the dungeon, to de-emphasize the secret door aspect.

Tavis: Based on the experience of how it turned out in play.

Jennell: Two different groups, played it the same way during playtesting.

Tavis: Thinking about books where you know there's a secret door or a gateway to the other world…the wardrobe in the *Narnia* stories comes to mind.

Jennell: Yeah, that was something I didn't encounter until I was an older teenager, when I was in high school. So, that was a discovery made by the friends I made when I moved to Michigan. Before that, I wasn't even aware of Narnia. But it is this whole idea of this world through a magic door.

Tavis: Yes, exactly. Let's talk about the back cover. On the back cover, there's a drawing or a photo of Ye Editor. What's the story there?

Jennell: In high school, my friends and I were into *Narnia* and we went to a high school Halloween party, each dressed up as a Narnia character. And this was my Prince Tirian character. He's one of the characters in one of the last *Narnia* books. But my friends co-opted the best costume parts. My friends had these really cool costumes made with shiny metal fabric that looked like chain mail. But there wasn't enough for me so I ended up using long underwear dyed gray. [Laughs]

So I had this costume and I probably had my brother take a picture of me with a Polaroid. And that was it. So that was the picture of me in my tunic with two wooden swords that I had made. I say wood, but they don't look like wood in the picture. And because I didn't want to pay money to have a photograph screened, I did a photocopy of the original photograph and then made a high contrast inking over a kind of a low contrast photograph. And it printed like that. So I was actually doing some of that for the school newspaper at the same time. Taking photographs and turning them into black and white art.

Tavis: And then, in a later issue of *The Dungeoneer*, there's a picture of the whole adventuring party facing off against a hydra.

Jennell: Oh. Yeah. Did that actually make into *The Dungeoneer*?

Tavis: It's in the compilation of *The Dungeoneer*, at least.

Jennell: Okay, well, that was our game group in college. Near the end of my time in college, we went out behind one of the buildings of the college and the yearbook photographer, who happened to be one of my friends, took a picture of us all lined up like we're fighting a monster. And then he went back inside and, using one of my Grenadier hydra miniatures, he took a picture of that hydra against an all-white backdrop and then he merged the two images in the darkroom.

We pooled enough money to buy a little ad in the back of our yearbook. And that was the advertisement was for The Fantastic Dungeoning Society.

Tavis: Did you get a lot of players from that ad?

Jennell: No. [Laughs]

Tavis: [Laughs]

Jennell: Well most of the school knew we were the weirdoes already.

Tavis: And so, *Dungeons & Dragons* was on the fringe from the beginning?

Jennell: Yeah, on the fringe. I went to a very small, mostly conservative, Christian college in Michigan. We had a lot of students at the school who were into fantasy, mainstream fantasy, including Tolkien and Narnia. But the fantasy gaming thing was new. Getting folks together to play and talk about fighting monsters and what we did as characters—you know, this whole first person point-of-view, being in the game—was kind of strange to other people. So, we ended up having a core group that gamed together. We used to play in the upstairs lobby of one of the dorms. We were open about what we did, when we could find an undisturbed place to play. It would be afterwards, after we all graduated, that we would start playing at other people's homes.

Tavis: So when you came to Judges Guild, you brought with you, not only experience with design and illustration, but also the knowledge of how to use a lot of those same layout techniques that they used at Judges Guild.

Jennell: Right. Because I had done all the layout for *The Dungeoneer*, I had developed those skills. Once we got into it and the magazine was going, I was the only one with actual production graphic skills. I actually got college credit for that work.

Tavis: [Laughs]

Jennell: Well, it became one of my outside activities, a hobby pursuit, that was beneficial to my academic pursuits. I was taking print making classes during the summer, graphic arts classes during the summer, so one of my art courses ended up with me spending a lot of time working on these magazines, putting them together graphically. And my professor says, "Yeah, what we took into account was your time and learning with the magazine. We counted what you were working on there towards your grade." And, I ended up receiving an award through the school for my diverse involvement in the humanities. [Laughs]

Tavis: Well, I think *D&D* is remarkable for how many kinds of creative endeavor you can plug into it.

Jennell: Yes, agreed. By the time I was done, I knew how to do the layout. One of the things I studied while this was all going on, one of the things that fascinated me in college, was the color separation process that was used for printing pages with four colors for comic books. So I made a study of that and figured out how to do it on the cheap, by myself. When I went to work for Judges Guild, I was the one who brought them into color printing and came up with a bunch of different ways to get there.

I also take responsibility for the fact that it really did depend on whose hands were doing the color, for how things turned out in the printing process.

Tavis: You mentioned *Hellpits of NightFang* a minute ago.

I remember you ran a game, I think it was at North Texas, where, afterwards, you showed us the map. And parts of it had come from *Hellpits* and parts of it had come from other adventures.

Jennell: Right. One of the things I ended up doing when I started playing *Dungeons & Dragons* and then transitioned to playing *Runequest* full time, was I started cannibalizing a lot of my older work. I would take bits and pieces from *Book of Treasure Maps*, like the "Lone Tower", and that became a tower up in the village above *Dark Tower*. And then an interesting way to get into the Dark Tower was to go through the sink holes of *Hellp……its of NightFang*. So I used and re-used those. I converted maybe most of the first and second level of *Dark Tower* to use the *Runequest* rules. So I had people being able to go through these separate adventures as discreet elements of a final adventure. And, to be honest, I still do stuff like that now. Not necessarily take other people's work but I take my own work and build off of it. I've got some projects going right now that are based on maps that I did back in the '70s but never used for anything. And they've become the foundation for new adventures.

Tavis: Hm.

Jennell: But I add and subtract and combine with other ideas to, to bring them up to what I'm working towards. You know, I went and read that little article somebody wrote called "Jaquaying the Dungeon." So I would know… so I would know how to make my dungeons better. [Laughs] Because I never figured any of that out. [Laughs] I just did it.

Tavis: Yeah, it's remarkable what you've designed. Like I said, things that seem to me like design brilliance, you chuck them up to being lucky.

Jennell: I feel that way. [Laughs]

I feel that way a lot. I got lucky and I said, "Oh, this looks interesting." And I ran with it.

Tavis: And then when you're sort of remixing a map, the things you're using, you're choosing elements from your own earlier work, maybe because you know them well? They're sort of already in your toolkit?

Jennell: One, I'm lazy. I'll go back through earlier works and say, "Okay, this is an interesting set of relationships between rooms and spaces, or this is an interesting concept for an encounter here." And I never did anything else with it. You know, it didn't appear in any of my published

maps. So I would adapt that. I would match the scales to the other things and it would become the core. It's become the core element of one of my levels. I don't know exactly what I'm doing with it, yet, but on paper it looks really great. [Laughs]

Tavis: [Laughs]

Jennell: And for a good map, that's a part of it. You're inspired by the shapes, you're inspired by how you move through it visually. And this is actually in a map that is one of the few levels from the one I'm working on that is actually a flat map. I almost have none of those (flat maps) in my games. But this one was inspired, it had another interesting feature in it, either a lava pool or a boiling water pool, something. It just kind of asked to be made into a big, flat map. But I'll grab bits and pieces…

Tavis: In your campaigns, as a player, did you make maps of the environment? Was that common in your group?

Jennell: We would do a map as we went, as characters. It was just usually one person who got designated as the mapper, and it wasn't always the best artist in the group. It was the person who we kind of trusted to pay the most attention, and put it down on paper. [Laughs]

Tavis: So you have old maps that you designed and then you have old maps that you made of other people's adventuring locales.

Jennell: Right. And they were player maps.

Tavis: Did having complex vertical and 3D spaces pose a challenge for that kind of in-game mapping?

Jennell: Oh, of course. So I do understand that maps like I design do present conceptual challenges to players. But I think it forces people to think differently. One of the things I found out later on when I was doing first-person shooter maps for *Quake* by Id Software and beyond, is that we would start our simplest game levels by having everything on the same level. Simple connections, simple movement, everything was obvious. And then you would move up slowly with just a little bit more conceptual difficulty each time, until you finally got to the point where you could

expect the player to look up, down, left, right. And then you'd work towards getting them to move through vertical space. And that's how when got an advance point, in the games. But that's not something that you start people off with. You've got to have the basics down solid first. And I think fantasy role-playing games, that is to say, tabletop games, are much the same way. You start people off in a flat room or flat connection rooms and you don't expect them to start climbing 500 foot vertical shafts until a little further into their play experience.

Tavis: Your body work created an awesome, transformative effect, in play. It's still amazing and brilliant, even now. Your work was leaps ahead of everything else from that period of time.

Jennell: Well, I think it forced people to think in another dimension. And that's one of the things that it did that people weren't used to at that point. We look back, with nostalgia, at what we today call the mega dungeon, and that was foundational. I think Alan Grohe has been running a big *Greyhawk* campaign for many years. He's got this massive dungeon and he adds to it every year, but it's mostly these big, flat geometric maps, which kind of represented the way we did maps back in 1976 through '78. They were just big, sprawling complexes and you could move from room to room and really didn't need to think much beyond, "Do I search the wall for the secret door? Or a trap?" As opposed to, "I open the door and there's a yawning chasm. Do I leap across it or do I climb down it?"

Tavis: Yeah, "And which other parts of the dungeon could I see if I go down a little bit more into this chasm?"

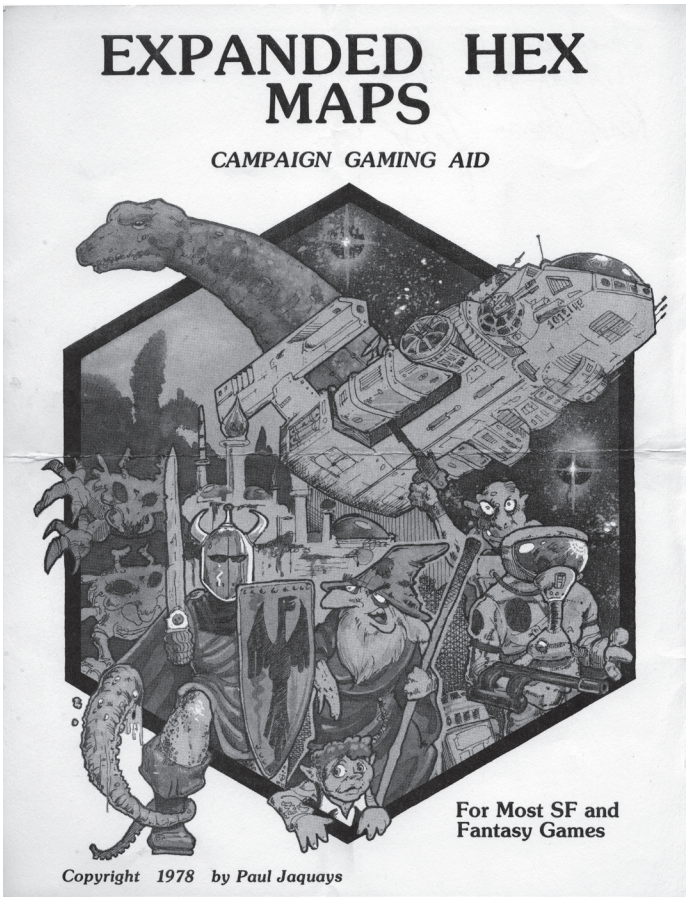
Jennell: Right. Now, the interesting thing is, a lot of this was inspired by just the hints that Gary Gygax had in "The First Rules" and in *Greyhawk*, where he was describing some of the things he would put in his dungeons.

Tavis: I was thinking about that very thing, trying to imagine what it would be like to come at *D&D* fresh. You guys had the actual rules for a little while before somebody showed you that, in fact, they were transmitted by the oral tradition as much as by the written word.

Jennell: Oh, yeah, we were actually doing it wrong, up until Ron ran that first game for us using the official rules.

We were taking the stats in *Chainmail* literally, because there was no real separation point between *Chainmail* and *Dungeons & Dragons*. There was no real understanding of how things worked back then.

Tavis: Yes, the explanation of "Dungeons" in "The Little Brown Books" is almost entirely puzzles with which to confuse mappers.



Expanded Hex Maps. After graduation from college, Jennell worked for Arrowswift printing in Jackson, Michigan. While there, she created a hex map pad that she intended to sell at game conventions. Unfortunately, the print shop lost its walk-in business due to sewer work, and had to let staff go. They gave the printed and padded hex-maps to Jennell as severance. The cover art was later colored by comic colorist Steve Oliff and used as a Different Worlds magazine cover.

Jennell: Which is kind of both an interesting challenge and also totally sucky. [Laughs]

Because if you make things too difficult for people right up front, they don't have fun. You want to ramp up the challenge as they become more confident and skilled. So that they're the ones who start thinking, "Um…ooh…I wonder what she's put behind this door?" And they start talking about it and they say, "Well, it could be this and it could be that." And by the time you're done listening you've changed what's behind the door to make their worst nightmare come true. [Laughs]

Tavis: Right.

Jennell: But when they open the door they're ready for it because they already thought about it.

Tavis: Yeah. And then, if you have a situation where people see too many secret doors, that sort of anticipation goes to waste.

Jennell: It does. And I'm probably guilty of putting in too many secret doors sometimes. So that's the balance you aim for, somewhere between too many and not enough. But there's usually one known entrance into a room. There's a purpose for the room that if you can visualize that, if you can focus on the purpose or you can get that out of the way and then realize, "Wait, somebody got into this room a different way. How'd they manage that?" [Laughs]

Tavis: And then it creates a sort of sensation of deepening complexity, where, a room that you thought you knew, you realize there's another way into it and something familiar becomes strange all over again.

Jennell: Right. And you lose a sense of security because you thought you were in a *cul-de-sac* and suddenly you're in a doorway.

Tavis: Right. Well, I think I've pretty much run through my questions and we're also roughly out of time.

Jennell: Okay. And I think you also have lot of writing in the notes I wrote.

Tavis: Between those two, the interview itself and the notes, I have a bunch of material to pour over.

Jennell: A lot of this material we've been discussing is actually my history and since this book is an historical look back at a period of time for Judges Guild, it is kind of an amazing look back at my own history, too. This is just amazing to me that this is a book that literally focuses on one year of my life.

I mean, it—one year. When we reach back through time to the *The Dungeoneer* and I come forward to do the other things I did, remember that I was at Judges Guild just one year.

So, everything…everything that will be in the book kind of balances on that one year at Judges Guild.

Tavis: Yeah, it's kind of a gateway of its own. You know, looking back through *The Dungeoneer,* to the earlier times, and then also looking thru that same prism at all the work that you've done since, you can see the seeds of that creative brilliance there, from the beginning. That's cool.

Tavis: Did you have any inkling, when you were 20 and in college, did you see that future for yourself?

Jennell: No.

Tavis: [Laughs]

Jennell: When I left school, when I graduated from college, I went to work for a print shop. I was figuring I was going into commercial art, and I ended up going to work at a local print shop. I had already been working for them for about a year, as a part-time contractor. So after graduating, they hired me on full-time, with the intent that I would be growing into the business more. I think they were hoping I would eventually end up running my own print shop under their brand. But, what ended up happening was we got about a month or two months into my work time and the city was doing sewer work in the street that the print shop was on. And they ended up blocking off the street and literally cutting off all the walk in-traffic for the print shop. And all of a sudden, their revenue stream went down. Without income you can't keep staff on hand. So I was let go. And, from that point I started working independently for Martian Metals to fill in gaps. And then Chuck, who was at that point, then at Judges Guild—he had taken the *The Dungeoneer* with hi ng. I like doing the things they want me to do." So I drove down from Jackson, Michigan to Decatur, Illinois, and by the end of the trip, I was working for Judges Guild. And on the way back, I started thinking through the ideas that would become the *Dark Tower*.

And realizing that there was no way that I was going to move to Decatur. [Laughs]

Tavis: [Laughs]

Jennell: Which is a different story, unto itself.

Tavis: Alright. It's been a pleasure.

Jennell: It has been. Take care Tavis.

Tavis: You too.

BACK TO THE DUNGEON

BY KELSEY DIONNE

The Caverns of Thracia is my favorite adventure.

It's hard to choose a favorite adventure, isn't it? There are a lot of things to consider. No single element is enough; an adventure really has to have it all to earn the title of favorite.

Awesome art, of course. And what could grab you more than Jennell Jaquays' cover art featuring a mighty minotaur raising its axe overhead in a challenge?

Amazing cartography, too. The maps in *The Caverns of Thracia* beg you to study them over and over. Level 1 is dotted with chasms, rope bridges, statues, chapels, crypts, a pentagram… the maps put you right into Thracia's crumbling environs filled with esoteric secrets and dangers.

But cool art and maps are not enough to win that #1 favorite spot. We also have to consider writing and design. What is here, and how does it all fit together?

Jennell executed masterful writing and design in *The Caverns of Thracia*, even at a young age and with very few precedents to follow. Some examples:

- History and architecture that tell a story while also being interactive. Peeling frescos of the ancient past that hide secret doors, a blazing fire statue that also serves as an elevator to lower levels, gemstone eyes on living statues.
- Interesting NPCs in abundance. A sphinx you can talk to, dryads who need help, ancient Thracians stuck in a magical industrial refrigerator.
- Factions. Lizardmen who might offer to share their hunted centipedes on a good reaction roll. They hold an uneasy alliance with the beast men and whisper of their long-lost king, a lich-lizard who is hidden away somewhere inside the caverns…
- Mighty cosmic forces. Cultists whose god of death walks these very halls, to be seen and feared up close instead of ruling from some distant Mount Olympus!

And finally, Thracia has an *it factor* that almost can't be quantified. This *it factor* is the weight of all the adventure's elements combined which creates something greater than the sum of its parts. Thracia feels like a real, living place with immense history, opportunity, and stakes.

All of these things alone could put an adventure like *The Caverns of Thracia* into the top spot as a #1 favorite.

But then we get into the final thing that a favorite adventure cannot have on its own.

An adventure can be a technical and design masterpiece, as Thracia is. But to be a favorite, it also has to have a *personal meaning* that transcends the adventure itself. Maybe it was the first adventure you ever ran, or the game where you met your best friend, or something else.

The Caverns of Thracia does indeed have personal meaning to me. It's my favorite adventure because it brought me back to the dungeon when I had drifted away.

To explain, I'll need to take you back to a time before I ever left the dungeon. A time of halcyon summers, bike riding, and paperback novels with oil paintings of dragons on the covers.

It was the 90s, and I was a middle schooler. Back then, I used to go to the local game store in my hometown to play D&D every Saturday.

I'd get up at the crack of dawn, race through my list of chores, and then beg my parents to drive me to my favorite place on the planet: Merlin's Keep!

Merlin's Keep made my eyes shine and caused my homework to be done and the trash to be taken out before 10 a.m. on a weekend.

My parents took note.

My dad would fire up the truck and drive me into town. Rain, shine, or snow, he'd brave the Wisconsin weather to get me to this place of all-importance. He'd slide a few bucks out of his wallet for me, having learned the pizza-and-soda diet of gamers, and he'd remind me to check in with my grandma at the sports bar next door if I needed anything.

Merlin's, as my friends and I called it, was our haven. You could see the whole space right as you stepped through the front door – two open levels, the upper one upholstered in

orange shag carpet and wood panel walls. It was like a 70s movie set, but filled with board games and RPGs.

My friends would be waiting at the table upstairs. Everyone in the store would crow out a greeting, and I'd catapult myself up the steps to dive into a world of adventure.

Our illustrious Dungeon Master, James, ran us through the *City State of the Invincible Overlord* (another Judges Guild icon) and into the dungeons below the city.

We'd fight off ghouls and skeletons, mercilessly loot ancient sarcophagi, and howl with laughter. We were giddy on Mountain Dew, pepperoni slices, and adventure.

Those times are branded on my heart.

As my friends and I grew older, D&D changed, too. The game entered its fourth edition, and the dungeons suddenly seemed a distant memory of the childhood we were so industriously leaving behind.

We went off to college, joined Facebook, and got smart phones. We took tests, unpaid internships, and antacids. We didn't ride bikes anymore. Merlin's had shuttered years prior, replaced by a bakery.

I never quit playing D&D, but I quit going into dungeons.

Now, in our games, we were supposed to embark on the stories in glossy, hardback campaign books. We had to save the world from extraplanar incursions, or something. Quest hook! No more knocking around inside dank tunnels, shouting and laughing about who could grab the magic sword first.

Save the universe and stuff. You hit your quest goal. Level up!

Sometime around 2018, I realized I was missing something in my life.

I began reflecting on our times inside the hallowed halls of Merlin's Keep and the Judges Guild material that fueled those glorious sessions. I knew of a few famous adventures from Judges Guild, especially *The Caverns of Thracia*, but I had never read or played them. This suddenly gave me a lead on figuring out what was missing in my gaming life. I tracked down a copy of *Thracia* and got reading.

Two days later, I had handwritten pages full of wild scribbles and highlights. Gnolls! Minotaurs! Don't fall off the bridge! Spear traps, god of the dead, teleport pads, down to the river, the sphinx's treasure, the Immortal King… I felt like the kid once again who had just finished her chore list, mind ablaze with dreams of adventure to come.

I was back in the dungeon. I remembered roaring with laughter while jamming pizza down my craw, James bellowing for attack rolls, our cheers of victory, everyone falling into pit traps, our eyes shining with the gleam of gold and jewels… *The Caverns of Thracia* took me back there, and I haven't left it since. These days I'm a dungeon designer, a dungeon player. A person who has remembered something branded on her heart.

So thank you, Jennell, for your incredible life of pulling us into dungeons. Thank you for writing *The Caverns of Thracia*. You have left us a masterclass in the art form you championed.

Turn the page, esteemed reader, and you'll be back in the dungeon, too.

See you down here!

Kelsey Dionne is a new and old-school TTRPG designer who founded The Arcane Library in 2017. Her modernized take on OSR gaming, Shadowdark RPG, launched on Kickstarter in 2023.

THE UNPARALLELED LEGACY OF JENNELL JAQUAYS

BY MIKE MEARLS

I would argue that Jennell Jaquays had a bigger impact on how people actually play TTRPGs than anyone else. Yes, even Gygax and Arneson. Sure, those two came up with the idea of TTRPGs as commercial products that we could buy. That's a huge accomplishment that has affected almost every category of game. But if you look back at the history of TTRPGs, Jennell was the first great adventure designer and, in my opinion, remains at the top of the heap.

Jennell came into TTRPG design with her fanzine, *The Dungeoneer*. It debuted the same month as *Dragon* magazine. Early adventures like *Steading of the Hill Giant Chief* are fun, but they ask the GM to provide the spice that brings them to life. *Steading* puts pieces into play, but it's up to the GM to draw connections and put all those pieces in motion.

Contrast that with Jennell's work. *Dark Tower* says, "Each time you slay a cultist in this specific chamber, there's a growing chance that Set himself shows up and rampages through the dungeon killing everything in his path. Also, there's a chance that the high-level PCs stumble into this place when it is packed with 0-level, evil cultists. Have fun with that!"

Jaquays was the first designer to understand that the power of TTRPGs lies in giving the players enough rope to hang themselves. She was such a master of adventure design that the industry standard of dungeon mapping is named for her. (More on that later.)

Her adventures are filled with moments that spark delight in a GM's dark heart. Her NPCs are bizarre, funny, and terrifying in equal turns. Her dungeons are filled with moments that make a GM absolutely NEED to run them, just to see exactly how the players dig themselves deep into trouble.

And that's why I say she had a bigger influence than Gygax or Arneson on how we actually play TTRPGs. She understood that the root of play wasn't in managing resources, or matching wits between players and GMs, but in building situations where players and GMs could never really be sure how things would turn out until they played. That's the heart of TTRPGs that she unearthed, and it's the core of the form that sustains it across all games and genres to this day.

If you republished a Jaquays design today—and thankfully Goodman Games is doing just that—it would rank as some of the best, most original, and most interesting work of the year.

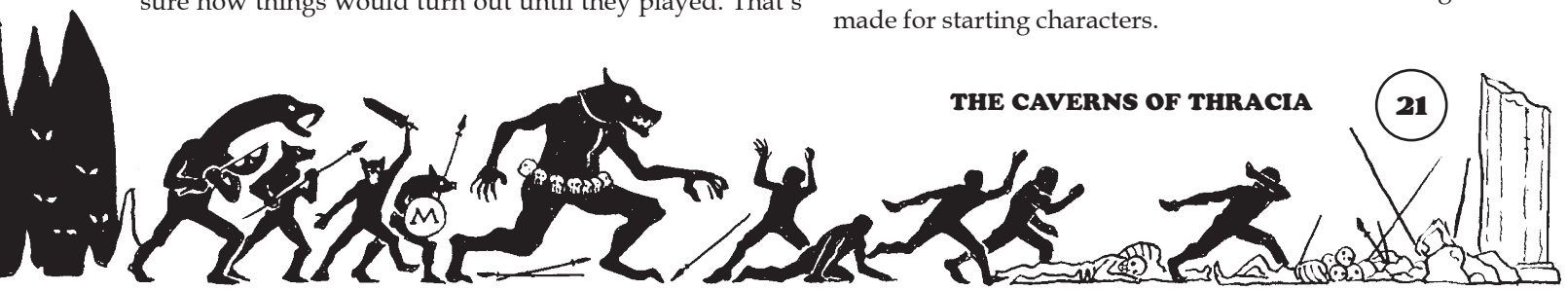
So let's take a look at *The Caverns of Thracia*, Jennell's other masterpiece (next to *Dark Tower*) and the adventure you hold in your hand.

I've been fortunate enough to run both *Dark Tower* and *The Caverns of Thracia* at Gary Con. Both times, the adventures ranked among my best con experiences. *Thracia* is the more accessible of the two, as you can dive into it with low-level adventurers. What makes it so great?

Let's start with the maps. They're so good that the process of building excellent dungeon maps—"Jaquaysing a dungeon"—is named for her. Looking at the maps, you can see why. The maps are easy to parse but filled with interesting nooks and crannies. Gaping chasms in the dungeon promise interesting routes between levels. The water running through level two provides a great, central reference point that makes it distinct from the other levels. The various paths through each level promise a different experience for each group that ventures into the caverns.

But a dungeon map is just a pretty picture unless it has interesting stuff to encounter, and here again Jennell's ability to tap into a heady combination of classic fantasy tropes and gonzo concepts shines through. The first level of the dungeon has my absolute favorite bit of perhaps any fantasy adventure I've read or run.

If you hand me an adventure for 1st-level characters and I see that the first level has stats for a beastie called The Incarnation of Death (yes, with capital letters), then we're in for a wild ride. This terror is accessible to a group that manages to stumble across a secret door or cross a wide chasm. I love that sheer chutzpah of dropping a physical incarnation of Thanatos on the first level of a dungeon made for starting characters.



In my eyes, that approach gets across everything that makes Jennell's work awesome. In other games, dropping The Incarnation of Death that close to a starting area would be frustrating or unfair. But in TTRPGs, where the best play arises from wild circumstances, player creativity, and improvisation, it's an open invitation for a great night of gaming.

Best of all, the Incarnation has a creepy effect that I've never seen elsewhere. It is normally invisible, but a character who drops to 3 hit points or less can see it. I'd be shocked if Jennell didn't come up with that idea while running a game or playtesting this adventure. In my experience it's one of the creepiest moments in a D&D game. It provides a great moment for roleplaying and turns a tense situation into a horrific one.

It's a tragedy that Jennell is no longer with us, but I'm glad that Goodman Games is bringing her work to a new generation of fans. Between her advocacy for trans rights, her role in defining what a good adventure looks like, and her immense artistic talents, she was a role model for everything that is good about TTRPGs. They make us better people by enabling our creativity and letting us become the people we truly want to be. Her work deserves to be shared. If you have any sense, you'll run this adventure for your group and help keep her legacy alive.

Mike Mearls has spent over 25 years designing games. He led the creation of D&D 5th edition, and has also worked on Magic: the Gathering, video games, and other TTRPGs. He thinks Jennell Jaquays is the best adventure designer of all time.

THE START OF "START WITH EARTH"

BY KENNETH HITE

"At this point men were beginning to develop a civilization comparable to the early Mycenaean or Cretan civilization of this world's past. The art and architecture were almost identical with the above mentioned cultures."

—Jennell Jaquays, The Caverns of Thracia, "A Short History"

n 1979, my game group had been playing *Dungeons & Dragons* for two years. We had been entombed with horrors and descended into the depths of the earth (but not of Earth, not yet). We had fought giants in their steadings, their glacial rifts, and their halls. And we had marched down endless graph-paper passages populated by wandering monsters, built by the glorious random tables in the back of the brand-new *Dungeon Masters Guide*.

And then I discovered Thracia. Other designers and critics have talked about its design as a dungeon, its factions of overlapping foes that made navigating the Caverns as delicate and tricky as its teleport rooms. I'm sure I noticed all of that when I ran it, but what really stuck with me, sank its hook into me, was that, in another sense, I didn't have to discover Thracia at all. I already knew about Thracia: I could see it on any map of the Roman Empire, and being fourteen years old and me, I had a lot of maps of the Roman Empire around. A D&D dungeon … on a real-world map?

Thracia was, of course, the Roman name for the country called Thrace (or Thrake) by the Greeks. The Greeks named it after its inhabitants, the Thrakes (Thracians, to us), who they also named, probably, after their word for "troublemakers." And that wasn't the only name I found in the Caverns. Thracia's kings Argos II and Agamemnos clearly came from Greek history, with just that decorous "s" at the end of Agamemnon's name to barely disguise it.

The Caverns hold temples of Athena and Zeus, boxes of ancient bronze swords and a gladiatorial arena, and statues of Athena and Apollo as well as the Hellenistic goddess Nike ("imagine the statue 'winged victory' in a heap") and of course the Chapel of Thanatos. Thanatos' cult in real history wasn't much bigger than it was in the dungeon, being attested only in one part of one temple in Sparta and in the city of Gadeira in Spain. But it was real, more real than any village of Hommlet ever could be.

The module feels Greek or at least Greco-Roman, down to the monster list: gnolls, stirges, a living bronze statue of all things, dryads (all with names taken from Greek or Roman myth), the sphinx, harpies, hydra, caryatids, manticores, and the Minotaur King. Sure, there's a wandering gelatinous cube, but it's a gelatinous cube in a Greek dungeon, not a bunch of Greeks in a Greyhawk dungeon. The "dog brothers" seem like intruders on the scene, because their Anglo-Saxon names evoke the module's sense of real centuries of history overlaid onto each other.

This theme appears constantly in the text, embodied by the frozen fighter Epicaste and "near-dead Anteus" from Agamemnos' time "1100 years ago" and reinforced by the near-indecipherable "ancient Thracian language." The flow of warring species, the buried temples on top of dungeons on top of caverns, builds the module's archaeology as you explore it. All this comes from art major Jaquays' studies of art history, and especially of architectural history. "Places had history," she told me in this module before she repeated it to me four decades later, "and you can see that history."

I carried the Caverns' greatest magic away with me, an enchantment for fantasy setting creation that I call "Start With Earth." Although the number of Appendix N entries set on Earth is more than double those set in a pure fantasy realm, nothing had set D&D in Earth (or even a "near-Earth" like Thracia) before. *The Dragon* published articles about history and historical weapons, but had never added gnolls to them. D&D, of course, started with Jack Vance and J.R.R. Tolkien, who set their fantasy worlds in Earth's distant future and distant past, and with Robert E. Howard, who came closest to Jaquays' Thracia with his "Corinthia" and "Cimmeria" and "Pictland" of the Hyborian Age. But nobody at TSR or anywhere else took up the axe where Howard had left it, until Jennell Jaquays did. She started "Start With Earth." And once she showed me how, so did I.

I had already been using historical floor plans of castles and monasteries as dungeon-drafts, but they existed in the same fantasy no-place that everything else in D&D did. But after visiting Thracia, I took the Hall of Ancient Statuary (41A), set it in a Pueblo ruin near my grandparents' house in New Mexico, and set that ruin in the desert far to the west. Eventually that first dungeon connected up to my campaign's Vezantine (not-quite "Byzantine") Empire, through its mountain-and-desert province on the west, which I named Thrax, after another Greek word for Thracia.

Then I discovered *Top Secret* and *Call of Cthulhu*, both of which were set on the actual Earth, and the Vezantine Empire fell not to the orcs or even the Ottomans, but simply disappeared into a pile of notebooks in my closet. A decade later, TSR published the wonderful "green book" Historical Reference Sourcebooks for AD&D 2nd Edition, beginning with David Cook's *HR1 Vikings* in 1991, with the actual Thrace getting its time on screen in the Ancient Greek *HR6 Age of Heroes*, by Nicky Rea. In 1994, William Connors did Thanatos one better when he revealed that the Earth (or the "Gothic Earth," at least) was part of Ravenloft in the amazing *Masque of the Red Death* box set.

In 2001 I reveled in that green-book energy with my own series of seven "Cities of the Ages" articles in *Dragon* #284-292, adding monsters and magic to London and Paris and Novgorod and Edo and Baghdad. It's only now that I re-read *The Caverns of Thracia* for the first time since 1979 that I notice my 2017 sandbox campaign book *Qelong* (set in a fantastic version of Cambodia) really does echo Jennell's Thracia, from its overlapping armies to its localized monsters to its outlanders with funny Anglo-Saxon names. Twenty years into my full-time RPG design career, and I'd finally found my way back to the caverns where it all started, and where I (and eventually TSR, and everybody else) started to start with Earth.

Kenneth Hite has been designing and writing RPGs professionally since 1991, starting with GURPS Alternate Earths. *His designs since then include* Trail of Cthulhu, Night's Black Agents, *and the fifth edition of* Vampire: the Masquerade. *He was honored to have interviewed Jennell Jaquays in 2023 for his long-running podcast with Robin D. Laws, Ken and Robin Talk About Stuff. He lives in Chicago with his wife Sheila and two cats.*

DOG DAYS IN THE DUNGEON

BY JAMES MISHLER

This tale of Thracia began long ago and far away, when I was but a youth, and first started playing *Dungeons & Dragons* in 1981. I started with the Moldvay Basic rules and quickly adopted the Known World of the Moldvay/Cook Basic/Expert rules as my home campaign setting.

It was not until I started playing in my high school *Dungeons & Dragons* club that I discovered Judges Guild products and the *Wilderlands*. Our club sponsor, the Anatomy and Physiology teacher Mr. Jim Strange, ran his campaign in the *City State of the Invincible Overlord*. And from my first foray into the city, I was hooked on Judges Guild products.

Judges Guild published many supplements and adventure modules in addition to the *Wilderlands* products. Among these, one of the best adventure modules is *The Caverns of Thracia* by Jennell Jaquays, published in 1979. Being interested not only in fantasy but also in ancient and medieval history, the ancient Greek background of *Thracia* was immediately appealing.

"All characters portrayed within are fictional and any resemblance to anyone living or dead is coincidental. Any resemblance of any monsters herein to any real monsters is coincidental and unexplainable." Thus reads the indicia in *The Caverns of Thracia*.

This is merely the first warning you would get about how truly wild the ride would be.

Another, in the Designer's Notes, was that "The Caverns of Thracia has been designed to accommodate adventurers of the 1st and higher levels. There are some segments of the adventure that will be a pushover for low level groups while one or two areas will send the higher level characters ducking for cover if played correctly."

This designer's note made me feel right at home with Thracia – for, from the first, I mostly enjoyed "realistic" settings, where the world was a mix of all levels of play jumbled together. This is a fantastic way to run a setting, city, or dungeon – provided of course there are plenty of hints that the players might be getting in over their heads. This was the classic Wilderness made into a Dungeon. There is still a distinct overall classic dungeon arrangement of "deeper is more dangerous," but there was a more distinct organic organization to the monsters and dangers. A greater verisimilitude lacking in so many dungeons.

Another element that was drawn, perhaps by chance, perhaps by inspiration, from literary experience, was the relationship of the factions in the dungeon. As Jennell further mentions in her Designer's Notes, "[T]he monsters that are aware of each other in this dungeon are usually working together. The only opposing groups in this game are the humans and the beast men and since they don't frequent the same areas, there is little interaction between them except for constant raiding."

This strikes me as very reminiscent of one of the classic works listed in Appendix N –*Sign of the Labrys* (1963) by Margaret St. Clair. *Sign* takes place in a vast dungeon in which there are a number of factions – sometimes related and allied, sometimes enemies – and yet all of them live together, in relative harmony, even as each strives for dominance. Her other novel mentioned in Appendix N, *The Shadow People* (1969) also depicts a vast underground realm. Together the twain were significant influences on what is termed "Gygaxian Naturalism," as well as the darker, more chaotic nature of the Underworld. I often wonder if Jennell had read these novels and was thereby inspired by her dungeon design.

Whatever their influence, the Caverns of Thracia are vast, filled with ancient ruins, myriad traps, and terrible monsters, especially "beast men" common to ancient myths and legends – lizardmen, gnolls, minotaurs, and dog-men.

Wait, *dog-men*?

Yes, *dog-men*. Dog-men were actually one of the major races of ancient myth and legend that *Dungeons & Dragons* somehow missed. Known as cynocephali or "dog-heads," they were a mainstay of ancient Egyptian and Greek myths and legends, and also very popular in medieval tales. As was common with such legendary creatures, they were usually placed somewhere beyond the horizon, eventually being found in furthest Asia or Africa.

But they were missed among the myriad monsters of *Dungeons & Dragons*, though we had a similar creature, the gnoll – a hyena-headed race somehow potentially descended from a mix of gnome and troll, or so Lord

Dunsany *purportedly* implied. And here they were again, in the Caverns of Thracia, lost for more than a thousand years! No wonder they had been absent from the *Monster Manual*; they were so difficult to find!

Interestingly, the dog-brothers (and dog-sisters) of Thracia exist only through fortuitous happenstance. For, as Jennell noted to James Maliszewski in a 2010 interview on *Grognardia*:

"At some point, *The Caverns of Thracia* was changed from an *AD&D* project to a *D&D* project. I remember the biggest problem from this was that at least one of my beast-men (the Jackalwere) was an *AD&D* creature. Thus, I had to create the Dog Brothers to fill that same role."

This would have significantly changed the adventure, as jackalweres, being lycanthropes, can be harmed only by iron weapons or weapons with a +1 magical enchantment or better. That would make them especially tough in a dungeon where most of the local weapons are made of bronze!

But this also explains why they would serve the minotaurs rather than merely rule in their own name – in *AD&D*, minotaurs, at 6+1 HD, can ignore the non-magical limitations of the jackalweres in physical combat, and would be immune to their sleep gaze attack, which has the same HD limitations as the *sleep* spell. It is notable that two of the three dog-brother magic-users possess *sleep* spells.

While I have not yet used jackalweres in place of the dog-brothers, I think it would make for an interesting change of pace, especially for players who are familiar with the classic Thracia as published.

Having been the Forever DM, well, *forever*, most of the anecdotes I have for Thracia deal with the grim dooms dealt to player's characters, rather than my own misadventures.

Thracia is one of those kinds of adventures where the judge does not need to do anything to kill the characters – there is more than enough rope in there for a whole party to hang itself! You can just provide the players with the description, and they happily do themselves in. At least, that's been my experience.

No names are included to protect the guilty.

One of the deadliest factors in Thracia is that which it is best known for – its integrated vertical nature, also known as the "Jaquaysing" of the dungeon. In more than 40 years of running games, I've never known a party that did not have at least one player who insists on using any perceived advantage in exploration of a dungeon, especially traversing areas where wandering monsters might be avoided.

In this, Thracia does not disappoint. The hole in the ground in the surface ruins is a 65-foot fall (6d6+2 damage); the chasms on the 1st level are 50 or 80 feet deep (5d6 or 8d6 damage); the circular shaft in the treasure chamber is 120 feet deep (12d6 damage); and the *pièce de resistance*, the basket hole from level 3 to level 4, is a full drop of 200 feet for 20d6 damage! And these are just the major drops, not including myriad other pit traps.

If there were a hall of fame for death in Thracia, "Death by Splatting" would be at the top of the awards list. Chalk it up to so many thieves having far too much faith in their ability to climb walls, and other party members in their belief in the strength of their rope!

One of my favorite uses (*abuses*?) of the verticality of Thracia has been the descent in the basket from level 3A to level 3. I've always envisioned it as a cage-like open basket… and with harpies in the minotaur's service, that makes for a *lot* of fun! Being that the only way for the players to use the basket is to the split the party, with several characters cranking the basket down, you actually have two targets for the harpies… the victims sitting in the basket and those up top cranking the device, who can be grabbed and dropped down into the caverns for the full 20d6 damage!

Splat!

Following deaths by "rapid descent to the dungeon floor," the traps are some of the more memorable events. There are no less than 53 discrete traps in Thracia, most of them quite deadly, and only a few of the petty annoying sort.

The deadliest – yet easiest to avoid – has to be the skeleton animator in the "Burial Vault." An enchantment that keeps creating 1d4 skeletons per round up to a total of 400 skeletons? It is positively diabolical, as you know the players are going to want to go for the chest deeper in the room… and then get caught between the skeletons and the chasm to the north!

Yellow mold can be found in not one, but two locations in the caverns. When first introduced to new players long ago, this made for an excellent trap – simply describe any object covered by the mold as "appearing to be made of gold," and watch the mad scramble for death. Of course, old salts now rarely fall for that old chestnut, but many of these newer players are not yet so jaded as to carefully prod any "gold" object with a 10-foot pole – if they even bothered to bring one!

"Dibs on the gold skull!" *yoink* "Wait, dust… what kind of *dust*?"

And then there are the new, interesting, hybrid trap-monsters (monster-traps?) the Disembodied Mouths of the "Seemingly Abandoned Treasure Vault" and the "Treasure Trove of the Minotaur King." I never did get the chance to ask Jennell if these were inspired by the lips from the opening of the *Rocky Horror Picture Show*, though that is how I have always imagined them.

"I'm a wild and an untamed thing. I'm a bee with a deadly sting."

A *psychedelic* way to die.

There are also plenty of monstrous ways to die in *The Caverns of Thracia*. *Beastly* ways, in fact, as most of the monsters are *beast men*. There are 553 *significant* monsters in the dungeon – not counting general non-combatants, such as dog-brother pups or minotaur calves, nor the 200 some bats, nor 100 baby giant spiders (!!!), nor the *potential* 400 skeletons in the "Burial Crypt." 289 of these significant monsters are adult combatant beast-men, the primary monstrous focus of the dungeons.

Beast-men include lizard-men, gnolls, dog-brothers, and minotaurs. The largest contingent is the 143 gnoll warriors, which make the backbone of the Minotaur King's forces. There are also 79 lizardmen mercenaries, seven dog-brothers, and 11 minotaurs (not including leader types). In D&D terms this is a veritable army of beast men. And they are an army – though mostly of the chaotic sort, they are well organized and generally united.

Fortunately for the player characters, these are spread out over many of the more than 120 rooms of the dungeon. But no few players underestimate their unity and potential for concerted effort, especially if they have cut their teeth on other classic low-level adventures, where many of the monstrous beings of the dungeon do not work together to defend it.

Be prepared to take prisoners and present the players with one or more opportunities to escape from the beast men. The Minotaur King forcing the player characters to fight each other to the death in the arena makes for all sorts of opportunities for escape – or for a total party kill!

And then there are hundreds of other monsters, ranging from a giant wolverine and trained bears to a five-headed hydra, a giant gnome, and an immortal lizard-gargoyle lich king! The wild and wooly variety of monsters that can be encountered in Thracia is amazing. There are some monsters that are just purely lethal and apparently exist only as opportunities for the game master to perform encumbrance audits on characters, as they are going to want to be able to run as fast as possible – I'm looking at you, Bronze Incarnation of Death!

Of course, it's hard to run from death itself when he has put the whammy on you with the *paralyzing ray* out of his eye…

Your players will never forget their adventures in *The Caverns of Thracia*. Death lurks behind every turn. In order to earn their forgiveness, you might want to get them a shirt that says, "I died in *The Caverns of Thracia* and all I got was this awesome T-shirt!"

James got his start with role-playing games with the Moldvay Basic Dungeons & Dragons Boxed Set, which he received for Christmas in 1981. He was hooked on gaming almost instantly and sent in his first authored materials – three monsters, hand-written on lined paper – to TSR in April 1982. He received a very lovely rejection letter later that year. James spent many years working for various game companies in just about every capacity. His crowning achievement was licensing the Wilderlands of High Fantasy from Judges Guild and publishing his own version, the Wilderlands of High Adventure. Today he continues to feed the design beast by publishing bits and bobs for various role-playing games on DriveThruRPG. He lives in Wisconsin with his very, very patient wife and a gold dragon shape-changed into the form of a cat.

LIVING IN THRACIA

BY SCOTT MOORE

Back in the early 1980s, those obsessive D&D fans (I'm including myself in this group) came to recognize the names of Arneson, Gygax, Ward, Kuntz, et al. whenever they appeared on gaming products. These were the Original TSR folks; the legendary minds from which all the greatest RPG products were birthed. Sure, there were lots of folks producing great content at other RPG-adjacent companies (I was always excited to find another Bard Games, Judges Guild, or Mayfair Games Role Aids product, either at my local gaming store or Waldenbooks), but it seemed there weren't a lot of names from those companies that stood out to us at the time.

"Jaquays" was one of the notable exceptions. Although her name would eventually appear on products from TSR as well, Jennell wasn't one of the original RPG company's original founders. She got into "the biz" from what *seemed* like a completely different direction at first.

She started off as a just a regular player while in school. Just like the rest of us who were sitting around, tossing dice in the school cafeteria.

Having already created *The Dungeoneer* fanzine while in college, followed by the classic *Dark Tower* and *The Caverns of Thracia* adventures for Judges Guild shortly thereafter, Jennell had carved out a name for herself among those other legendary luminaries of the early TSR days.

In what seemed like no time, Jennell was creating iconic stories and art and had "made it big" (or whatever passed for "big" in our teenage minds). And if Jennell could make the move from player/student to fanzine publisher to published writer and gaming celebrity, well then maybe there was a chance for the rest of us with our notebooks full of creative ideas and homemade modules!

Those early, imaginative gaming products and Jennell's own creative success were some of the first things she did to inspire the fantasy-loving, awkward teenage me in the realms of gaming and creative writing. At the time, I had no idea how much her influence would continue to impact my life, oh, so many decades down the road.

Unlike many other Judges Guild products which have seen numerous revisions and updates over the years (*City State*

of the Invincible Overlord and *Dark Tower* are the two big ones that come to mind), *The Caverns of Thracia* had a pretty limited history in that way. The original adventure, published for D&D, was released in 1979 and went through four printings between 1979 and 1981, with a fifth reprinting by Goodman Games in 2016. The only real expansions or revisions to Jennell's original was Clark Peterson's *Return to the Caverns of Thracia*, run as a Gen Con tournament in 2002 and never published (as far as I know…although I'd love to read it if you ever see this, Clark!), followed by a conversion of the original adventure to D&D 3.5 released by Necromancer Games in 2004 (which I spent months on eBay trying to track down a copy of, having missed picking it up during its original release two decades ago).

It's no secret to the usual band of folks I play with that I'm not a big fan of one-shot adventures. It's rare that I make up a new character to play a single session of a game, unless it's a new RPG I want to learn, or a special one-off event being offered at a gaming convention. I've always preferred campaigns to one-shots and, as a result, my favorite adventure modules were always the ones that gave a ton of detail beyond just the encounter areas with monsters. The mystery of the missing homeowners from *In Search of the Unknown*, the incredible detail of the surrounding wilderness from *The Keep on The Borderlands* and *The Isle of Dread*, the suggestion of a spaceship (!) from *Temple of the Frog* and *Expedition to the Barrier Peaks*…a casual read through of any of these adventures generated dozens of other plot seeds. The core encounters of these modules might provide 3-4 sessions of content (and, players hoped, 1 or 2 levels of experience), but the additional history, surrounding environs, and unanswered questions found in them could provide creative GMs with material for well over a year of related excursions.

This was one of the reasons I love *The Caverns of Thracia*.

Warning: if you plan on playing, rather than running, this adventure, you may want to skip the rest of this article for a bit. Consider this your spoiler warning.

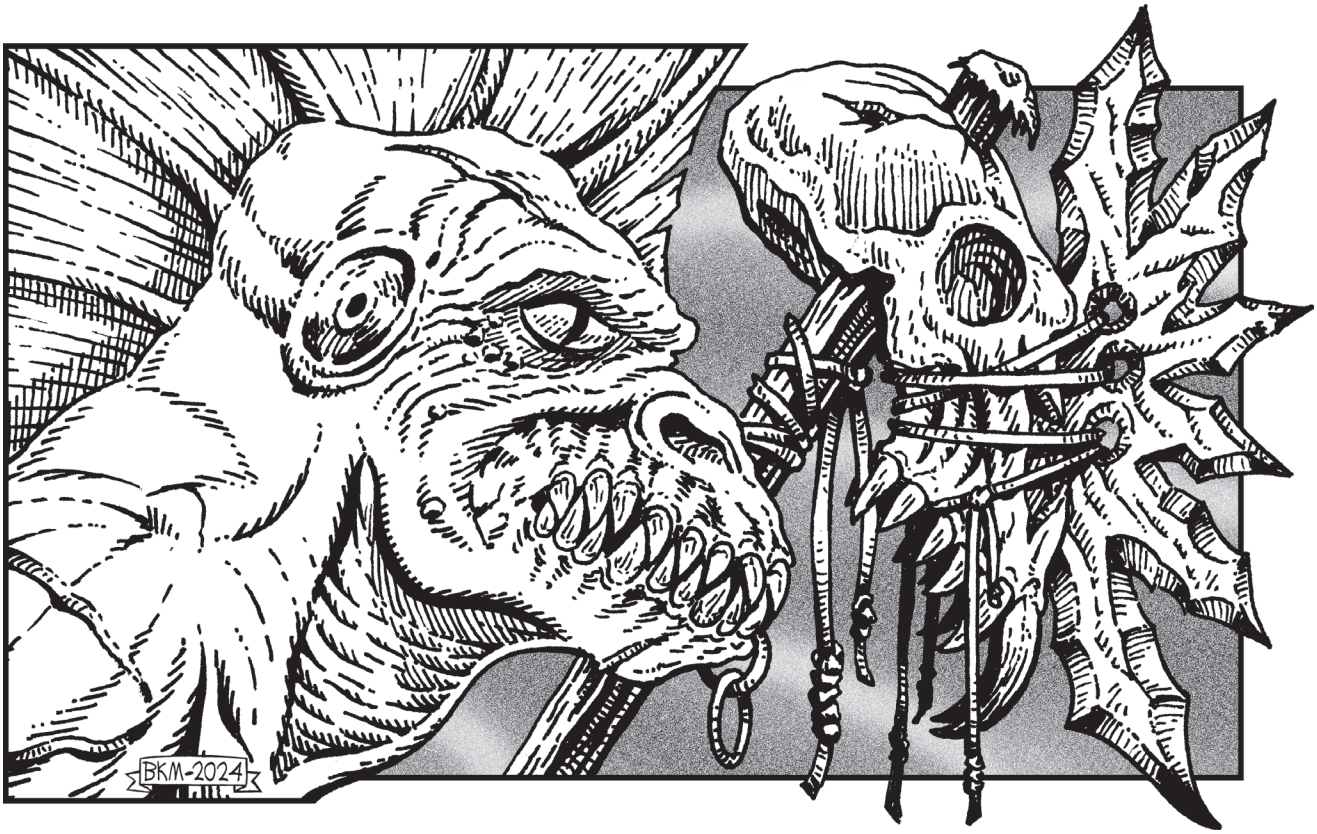
If you do nothing else but run the module as it is written, you have six levels to explore (the lost city and five underground levels); enough material to sustain months of campaigning. However, Jennell included "A Short History" which goes back "before man existed," giving GMs plenty of backstory to incorporate into extended adventures. Unlike many early adventures where there were just caves of monsters out to battle the PCs, Jennell gave us details on multiple factions existing within the cavern complex; plenty of opportunity to ally with (or position) one against another or to develop those "enemy of my enemy is my friend" relationships among the various groups. Heck, there was even an evil cult thrown into the mix for good measure!

Geography-wise, the caverns sat under the ruins of an abandoned (?) city, part of which is detailed in the original adventure but certainly a situation ripe for expansion. "The Taverns of Thracia," more than just a fun rhyming pun, provided details on the legends and rumors one could pick up when asking about the city, so there had to be some semblance of civilization nearby. An outcast gnome living by an underground river provided more seeds for further exploration. An outcast from *where*? Where does the river *go*? Where does it come *from*? Any GM looking to make *The Caverns of Thracia* the basis for an ongoing campaign had no shortage of inspirational opportunities available for further development and expansion.

Even years later, in putting together this conversion, I can tell you the Goodman Games design team had a bunch of fun finding (or rediscovering) interesting little "gifts" Jennell had left behind for us to expand upon, some of which included:

- The aforementioned outcast gnome. That means there's got to be more gnomes around somewhere nearby, right?
- "The Mysterious Missing Chamber:" Room 102 was left off the original map for level 4, but there was plenty of open space between areas 100 and 104 where we could fit something. Maybe more than just a room. Maybe a whole mini-complex, like Jennell did for the original areas 40, 45, and 53…
- There are two NPCs named Grassus, both of different ages, and on different levels. Obviously, they must be related. I bet they have an interesting story to tell…
- The river on level 2 can also be reached from level 4. There's also a swamp just outside the ruins of the city. I bet there's a way all that water is connected…
- The "closets to other planes" on level 2. There's probably more we could do with these down the road as well. "Lost the magic that once powered it?" Well, I'm sure it's nothing a call to a good arcane repairman couldn't fix…

In converting the adventure, we expanded on a few of the plot hooks and seeds Jennell "gifted" us with. No matter how many we seized upon, invested players are sure to discover plenty of additional hooks worth exploring and following up on. Using the core adventure as a starting point, the GM gets to flesh out the background stories of all the little things the players choose to ask about and explore the meaning of. That's the really fun part of collaborative storytelling and memorable RPG campaigns!



Unfortunately, Jennell passed away a short time ago and I never got to hear her reaction to the Goodman Games' versions of *Dark Tower* and *The Caverns of Thracia*, both of which I had the honor of being involved with. I sincerely hope Jennell would have enjoyed seeing what we did with her classic adventures and enjoyed some of the directions we went in exploring those little "gifts" she left for us. One of the best "gifts" of all, for me, was just being invited to visit and expand this small section of the Jennelliverse that brought so much enjoyment and inspiration to me when I first discovered it all those long decades ago.

I "lived" in Thracia for over 14 months, working on the conversion for 5e and creating supplementary material for it. Some places consider you a resident if you live there at least a year. I'm going to consider myself a resident of Thracia. I hope you and your players join me as fellow residents in a long and enjoyable campaign. Should your characters eventually retire to tell stories of their tales to the next generation of explorers and adventurers, sitting around a tavern table somewhere down the road apiece, be sure to raise a tankard of mead in honor of our founder.

Scott Moore has been playing tabletop RPGs for over 40 years, joining the hobby during the golden age of TSR boxed sets while attending Hutch Tech high school in Buffalo, NY, where he met and eventually married one of his first GMs, Cindy, who is also an RPG writer.

Over the past two decades, Scott has written for the Dungeon World (Fast Forward Entertainment) and Scarred Lands (Sword & Sorcery Studios) campaign settings, and created adventures and content for both the Dave Arneson's Blackmoor MMRPG and the D&D Adventurers League living campaigns, as well as having contributed to many other third-party D&D supplements. Scott has also written or contributed to supplements for the Dungeon Crawl Classics, Four Color, and Pathfinder RPGs.

Scott first became involved with Goodman Games as a playtester back in the early days of Dungeon Crawl Classics (back when they were still in the single digits!). Most recently, Scott contributed conversions and new content to volumes 7-9 of the Original Adventures Reincarnated product line, giving him a chance to experience the nostalgia of revisiting adventures from his early days in gaming.

Originally from Portland, Maine, Scott now resides in Western New York, home to an active gaming community to which he will forever be known as "Cindy Moore's husband." In addition to D&D, Scott still occasionally runs his TSR Marvel Superheroes campaign which has been ongoing since the 1980s.

STANDING ON THE SHOULDERS OF GIANTS

BY BOB BRINKMAN

If I have seen further, it is by standing on the shoulders of giants.

— Sir Isaac Newton

I've spent a number of years now as the self-proclaimed "conversion monkey" of Goodman Games. Having done the conversion for *Crypt of the Devil Lich* and *Dark Tower*, I'll admit that I was feeling a bit burned out. Conversion work can be great, but there is a time when one wishes to work on their own passions, as opposed to those of someone else. That is why, when Michael Curtis first approached me about another conversion project, I was ready to say no. In fact, I didn't just say "no".

"I've been doing conversion work for a while now so, unless you are offering me something like, I dunno, *The Caverns of Thracia*…"

That began my two-year odyssey, deep diving into what I feel is the greatest of Jennell Jaquays' works. What I didn't realize is that it would be singularly different from the conversion work that came before. It would be a wholly unique experience that uplifted the project to new heights.

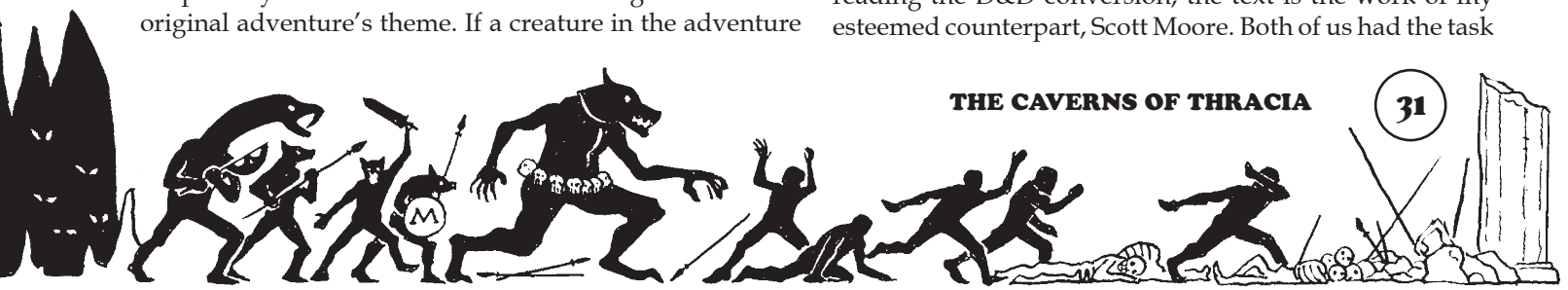
In the past, my conversion work would begin where the 5E conversion team's work ended. I'd be handed their completed conversion to work from, tweaking text and inserting new stat blocks, while also having a chance to create some original *Dungeon Crawl Classics* materials. This project was wholly different though, as both myself and my 5E counterpart were handed the task at the same time. For the first time, the DCC version would be built from the ground up, with that system firmly in mind.

Some might wonder why this would make a difference, but I assure you that it can. *Dungeons & Dragons* 5E has a built-in expectation of balance which, even when not crafted into a conversion, is generally expected by players. *Dungeon Crawl Classics* players have no such expectations, instead knowing that surviving some adventures will be an uphill struggle which is hopefully capped with a hard-earned victory. This isn't to say that some encounters aren't simple. Key to the conversion is maintaining the feel of the original adventure's theme. If a creature in the adventure already exists for DCC RPG, it is generally just a case of replacing one for the other. Unless the original creature doesn't have special attacks or abilities, there is no need to reinvent the wheel.

While this can lead to some encounters being a bit easier than in the original adventure, in most cases there is little to no difference. The important thing is that Jennell's voice be maintained. The task isn't to make **my** version of *The Caverns of Thracia*¸ but instead to carry forward Jennell's adventure for new fans. This leaves room for the sorts of things which few modern players have encountered in game play. A trans-dimensional creature which feeds on life energies while resembling an ice-covered door? Don't mind if I do! This is where conversion work begins to get creative.

When there was no existing analog for a creature, it fell to me to create one. That sort of work is sometimes relatively simple, such as when a creature is merely a variant on something already existing but with a few special features. In that way we have creatures such as lizardman fanatics and magma elementals. Other times, however, Jennell was definitely treading new ground with truly unique creations which aren't seen elsewhere, such as the incarnation of Death or the guardian beast. These are moments when the original intent of the creature is as important as how it was originally expressed. The incarnation of Death, for example, is meant to be more than something to be opposed and combatted (one might argue that would be a bad idea), but instead something to inspire disquiet in players and potentially terror in the PCs. Reimagining something like that for modern gaming can be a challenge, and yet is so rewarding at the same time.

Then there is the big challenge, one that will certainly be noticeable in the disparate DCC and D&D editions of *The Caverns of Thracia*, the read-aloud text. There simply wasn't such a thing in the original, but it is a feature to which many modern players and judges have grown accustomed. Because the two conversions were created concurrently, so too was the read-aloud text. If you are holding the DCC RPG version, that text was created by myself; if reading the D&D conversion, the text is the work of my esteemed counterpart, Scott Moore. Both of us had the task



of drawing upon Jennell's words and her voice and, while certainly differing from one another, the result is two interpretations drawn on the same material. Frankly, I'm quite excited to read the two books side by side and see how our approaches differed.

Of course, there comes a time when we are given the chance to step beyond converting the existing work and have a chance to create new materials to exist alongside the original. It is here where the above quote from Sir Isaac Newton springs to mind. No matter how successful those efforts are, or how much people enjoy them, it is because we were gifted the tremendous head-start of building up from an amazing foundation.

For this project, I was fortunate enough to create a whole new level for the adventure (in keeping with the level numbering traditions of the adventure - Level 2A). This lent an opportunity to draw upon ideas and adventure seeds planted forty-five years ago by Jennell, picking up those threads and turning them into something for a new audience. This is the sort of thing that DMs, GMs, and judges have been doing for their campaigns since the beginning of our hobby so, when doing it for a project like this, it becomes a sacred trust to not be taken lightly. Not only does the new content need to live up to the high standard set by the original, it needs to live up to the expectations of those who have been crafting their own versions for (quite literally) two generations. The key isn't simply creating something new, but doing so in a way where it feels that it was always a part of the project.

I hope that you feel that we succeeded.

Bob Brinkman's work with Goodman Games includes involvement in both DCC Lankhmar and DCC Dying Earth. Additionally, he performed the DCC RPG conversions for both Crypt of the Devil Lich and another Jennell Jaquays creation, Dark Tower. In his "spare" time, Bob is translating an 18th century French volume on demonology for use at the gaming table and is also one of the co-hosts of the Sanctum Secorum podcast. He lives in Indiana with his wife Judge Jen, a library of 6,000+ books, and a pride of four black cats.

Chapter Two

THE CAVERNS OF THRACIA ORIGINAL PUBLICATION

The Caverns of Thracia

by

Jennell Jaquays

102
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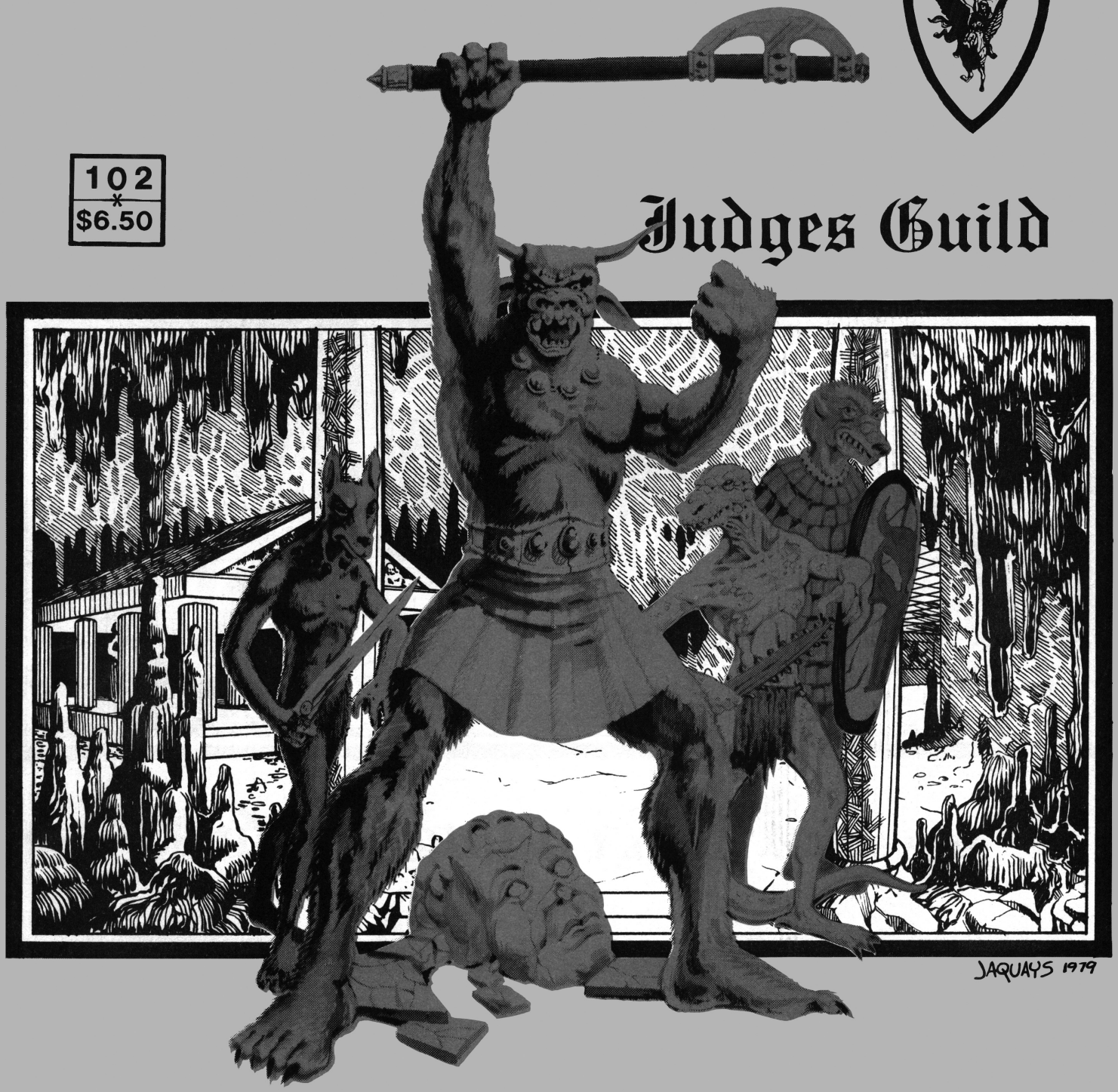
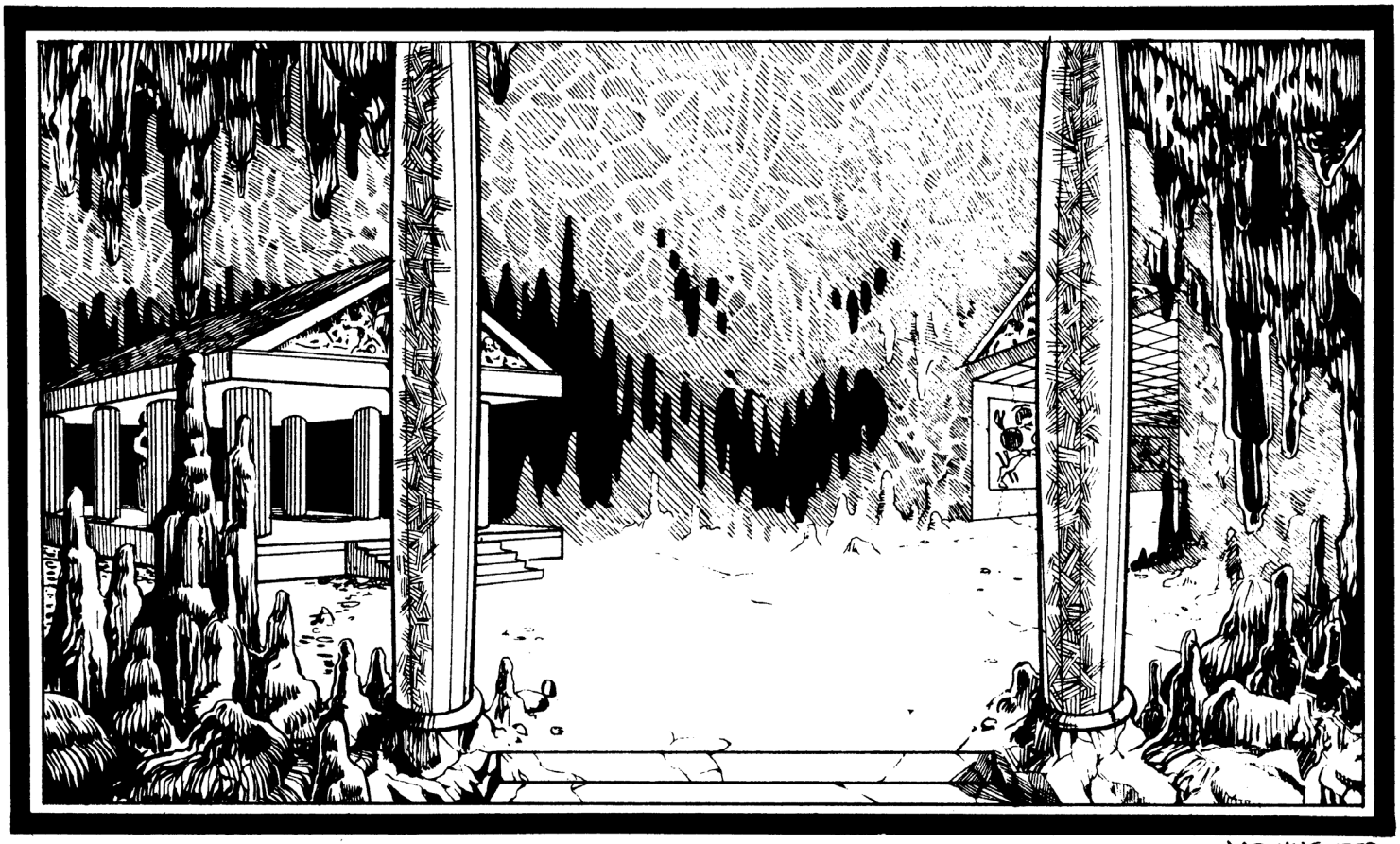
$6.50

Judges Guild



The Caverns of Thracia



Judges Guild Fantasy Game Aid
and
Role Playing Adventure

written and illustrated
by
Jennell Jaquays

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(PJ)=by Paul Jaquays
(KS)=by Kevin Siembieda
(BB)=by Bob Bingham
(W)=old woodcuts

This book was typeset by Penny Gooding and Layout was by Mark Holmer. Both had assists from Chuck Anshell, Bob Bingham and Dave Sering.

Designer's Comments

The Caverns of Thracia has been designed to accommodate adventurers of the 1st and higher levels. There are some segments of the adventure that will be a pushover for low level groups while one or two areas will send the higher level characters ducking for cover if played correctly. As you read through this scenario, and I do recommend reading through it before commencing play, you may notice at times that the designer (self) becomes quite informal. This is intended, since this adventure was not designed to have snob appeal or be the last word in gaming aids. This is now your adventure. I have put down possibilities and probabilities and a few remarks to go with them. It is now up to you to breathe life into the denizens of this scenario. There are no high power artifacts in these caverns and only one creature has very high-power magic use. I would surmise that even a group of fighters could survive in this adventure (although they would definitely miss out on some historical aspects and clues) and haul out a goodly sum of loot. Treasure is purposefully rare (although there are some rather nice ones) and the monsters that are aware of each other in this dungeon are usually working together. The only opposing groups in this game are the humans and the beast men and since they don't frequent the same areas, there is little interaction between them except for constant raiding.

Starting the Adventure: The best place to start any adventure is in a place of familiarity to the characters. Drop a few hints and let the players take it from there asking pertinent questions of the locals and being generally nosey, a pre-requisite for all adventurers. To speed things up, the referee might want to use the section titled, *The Taverns of Thracia*, to randomly assign knowledge to characters.

Notes for the Judge

A) This adventure is not specifically located on the Judges Guild world. It can be, but it is not. Suggested areas for its location would include: A large, misted, off-shore island, possibly once connected via landbridge to the mainland; A ruined city near the edge of a subtropical forest; A ruined city on the edge of a mountain or in large, forsaken hills.

B) I have tried something different in the numbering system used. Instead of renumbering each time a level is changed, I have simply continued with consecutive numbers. Thus, instead of Level 2, Room 23, it is merely Room 50.

C) Some rooms may have to be beefed up or toned down and some of their contents changed altogether if they do not match your world.

D) There are several monsters in this adventure that were created especially for the scenarios presented. They are not to be taken as official D&D monsters, but instead are just local color to foil the rule book memorizers in an adventuring party. Nothing seems to scare someone who knows the rules like something totally unknown.

E) A complete table of random encounters for each level is provided with the adventure. If a wandering monster is indicated, use the chart for that level. If a level does not have a chart, it does not have wandering monsters.

F) Due to the size of this adventure, it is doubtful that it can be played in one sitting.

G) In the **Caverns of Thracia** there exists a religion that may not exist elsewhere. These are the worshippers of Thanatos, the death god or as he is currently called "The Dark One". Clerics in the service of this lawful evil god assume a lawful evil alignment although actual followers need not be of any particular alignment, since death can work through anything. The clerics in the service of this god speak and read in the Thracian language (but not the very ancient language, see history for details). They have the following special abilities: At 4th level they may animate dead as per the spell once per day; at 6th level they may speak with dead as per the spell once per day; at 7th level the may use finger of death once per day as per the spell. These spells are not in addition or extra to their normal number of clerical spells. In addition to the above, the cleric in the service of death may control a number of undead equal to those turned by a good cleric. A cleric may never control more undead than the indicated maximun number of beings that are turnable (2d6 or maximum of 12). A "D" on the chart indicates instant control. A number indicates that the number must be rolled over on 2d8; a "T" indicates control of 1d6 of the undead creatures. Once these creatures are under the control of a cleric of Thanotos, they will obey his or her command until they are destroyed. Undead of 5+ hit dice may make a saving roll once per day of equal to or over the controlling cleric's wisdom +2.

H) Have fun and enjoy yourselves. As real as gaming may seem at times, it's still only a game. Direct any questions, complaints, hate mail, etc. to Paul Jaquays c/o Judges Guild, 1165 N. University Ave., Decatur, IL 62526. If a question or topic is pertinent, the answer may be published in one or both of the magazines put out by Judges Guild.

The Caverns of Thracia
A Short History

This history is not provided to give the players a background on the histroy of the caverns. As far as the players are concerned, the caverns are a part of a lost civilization(s) that disappeared centuries before. Little is known of them except, possibly, its location and a few wild stories (see *The Taverns of Thracia*). Instead, this history is provided to give the referee a historical index of various events that occurred in the development of the cavern societies. It will also include an overview of the cultural development of the early Thracian civilizations.

Before man existed, or possibly before he discovered the benefits and curses of civilization, there existed the reptile race. The reptile race, while not large, had its own centers of civilization, including large cities and underground temple complexes. As man waxed, the reptile race waned, losing much of its arcane civilization and slowly degenerating or regressing into the race of beings that men call "lizard men". A few pockets of more advanced lizard men exist, but they are slowly dwindling as the race dies out. Long before man discovered the caverns, the reptile race was beginning to slip backwards. The Immortal King, the ruler of the tattered remnants of lizard men who still know the ways of sorcery, was near death and had been dying for several centuries. With the coming of man to the area (a new source of food and slaves for the still powerful reptiles) come the death of the Immortal King. But his was not a true death. The dead body remained animated by the creature's spirit. Even in death the Immortal King continued to rule as a lich, entombed in the ancient underground temple. Slowly the reptile race regressed to their present state, but not before they had watched the now plentiful humans discover the caverns and build their own temple and burial complexes. The lizard men at last sealed up the various entrances to their now crumbling great hall and slunk off into the fetid swamps, to return later as mercenaries for the beast kings.

Meanwhile, the humans had discovered the caverns, not realizing that the once feared reptile men (they were merely legendary now and the Immortal King was a bogeyman to scare children) still occupied hidden portions of the caverns. At this point the men were beginning to develop a civilization comparable to the early Mycenaen or Cretan civilizations of this worlds past. The art and architecture were almost

identical with the above mentioned cultures. Eventually they sealed off several of their tomb complexes and began to concentrate on the civilization above ground. Half a millenium later they would construct the temples on second level and 200 years after that they would begin the golden age of Thracian culture.

The actual golden age began with the discovery of an immense cavern, deep below the natural caverns. It was not a natural chamber, but no note was taken of that. About this same time, the Thracian people had begun to use sub-human creaures for slaves, such as the gnolls, minotaurs and dog brothers, who began to carve the underground caverns into a huge garden and palace. During the reign of Argos II the vast work was completed and the underground area became a playground for the Thracian royalty. However, during the reign of Agamemnos, Argos' grandson, the huge number of beast men that laired in the caverns, revolted and took over the palace, wounding the king to the death and causing his gentry to flee. Most never made it to the surface. Those who did inspired either fear or fierceness into persons hearing the tale. The few bands of vengeful citizens that entered the caverns were never seen again.

Thus, did the beast men set themselves up in the underground domain, retaining control of the entire 3rd, 4th and 2nd levels while allowing the 1st level to go untouched. They chose an intelligent minotaur to rule them and then set down to decide what to do with their numerous captives.

Some 150 years later the worship of Thanatos, the death god, was outlawed and the few priests who served death were either tortured to death or were sealed in the chapel of Thanatos on the 1st level.

The first wave of invaders came soon after. On the Sesquicentennial anniversary(150) years of the overthrow of Thanatos, an invading army of barbarians (all non-Thracians are barbarians) was spurred on by descendants of the death worshippers to utterly destroy the city. The lax Thracian army was no match for frenzied barbarians and all but a fraction of the city's population were put to the sword or carried off into slavery. During the destruction, the entrances to the caverns were destroyed and covered with rubble.

The few remaining Thracians attempted to make some kind of reconstruction but less than a quarter century later a second invasion of vicious invaders struck again. Those Thracians who fled into the encrouching jungle survived while the rest died. The few who did escape slipped back into savagery. 200 years later, they rediscovered the caverns and with them they found not only a new/old religion in the worship of the god known only through legend as "The Dark One", but also the beast men.

The beast men by this time had taken over the entire cavern complex (those parts they could easily find without looking hard) and had opened up the caverns to the surface again. With the coming of humans again, they saw entirely new possibilities for food and pleasure. Soon after the caverns were reopened, the reptile race once again sought the location of their legends and in doing so allied themselves with the beast men.

The caverns are now the holy places both for the descendants of the Thracians and for the once powerful reptile race whose degenerated offspring still seek the reason for their existance.

Some Notes About The Thracian Language

The very ancient Thracians had a written language. There are a few instances where it can be found in the caverns. However, between the time of the sealing of the Ancient Thracian tombs and the beginning of the golden age, the Thracian language changed drastically (something like the difference between classical Latin and modern Italian). A character who can read the Thracian language may pick out one word in ten of the Ancient Thracian language.

Random Encounter Tables
(Wandering Monsters)

Random encounters in **The Cavern of Thracia** dungeon complex will be checked for every full turn by rolling a 6 on a d6. After an encounter is determined, the referee should then locate it according to his or her own system of placement. Some of the encounters will be with specific personalities that are already described in the text of the dungeon. A Room number will follow such a listing in the table's below. The encounters marked with an asterisk (*) will be described below. It should be stressed here, that if a "personality" has been killed in its lair or in a previous random encounter it will not appear again on the encounter tables. Conversely, if a "personality" is killed in a random encounter, it will not be found in its lair or location as designated in the text of the dungeon. However, should a creature be only wounded in an encounter, either in its lair or as a wanderer, all subsequent encounters will be with the creature or creatures bearing all wounds sustained and not having the use of any spells previously used (unless there has been sufficent time and/or opportunity for wounds to have been healed and spell regained. If there is a possibility of a creature obtaining healing, it will be indicated).

Because the composition of some groups of wandering monsters would necessitate much flipping back and forth between pages to keep track of individual specifics, it is suggested by the designer that the referee pre-roll several encounters on each level and have them set up and ready to go before the game begins.

The encounter tables below are set up by level with the rooms they encompass in parentheses. Once an encounter has been indicated, determine which level the adventuring group is on and go to the proper table. If there is no table for a particular level or sublevel, then there will be no wandering monster there (and the players breathe a sigh of relief).

Specific encounters on each level will be rolled for with a single d10. With instructions in hand now, have at it!

Level One
(1 - 27B, excluding Room 9 - 13)

1) Gnoll Patrol A*
2) Lizard men Patrol A*
3) 4 Giant Rats*
4) Band of Bold Tribesmen*
5) Gelatinous Cube*
6) Tribesmen Funerary Party (only in Rooms 5 - 27B)
7) 1 - 4 Stirges*
8) Tribes Men Religious Procession (only in Rooms 15 - 27B. If this encounter is indicated religious ceremonies will be going on. See Room 23, Duration: 18 turns).
9) Gnoll Patrol B*
10) Random encounter from level 2 (reroll on level 2)

Level Two
(28 - 53, excluding 37, 39A, 40, 41, 53)

1) Lizard men Patrol B*
2) Gnoll Patrol B*
3) Gnoll Patrol C*
4) 2 - 5 Stirges*
5) 2 Spiders*
6) Ochre Jelly*
7) Band of bold Tribesmen (see level 1 table, No. 4)*
8) Battle between Tribesmen and Lizard men*
9) Living stone statue*
10) Encounter from (roll d10) 1 - 2: 1st level table, 3 - 10: palace table*

Room Complex 40 (A - I): No wandering monsters, until this area is discovered by adventurers. On subsequent adventures, this area may be intruded upon by wandering monsters from the 2nd level encounter table (also see Room Complex 45).

Room 41 (A - B): As per Room Complex 40 above (also see Room Complex 45).

Room Complex 45 (A - I): As per Room Complex 40 above. However, once its location is discovered by adventurers, the monsters will only discover it on a d10 roll of 1 - 2 between adventures or if searching for the location of adventurers who mysteriously disappeared.

Room Complex 53 (A - J): 1 - 2) Special, see below*; 3 - 9) No encounter (small spiders and little insects make scurrying noise); 10) G'ruk, the lizard man Shaman (Room 31)*.

Level Three: The Gardens
(54 - 69)

1) The Dryad Astraea (56)
2) The Dryad Eidothera (60)
3) The Dryad Calliste (58)
4) The Dryad Jocasta (65)
5) Herd of 20 Cattle*
6) Gnoll Patrol D*
7) Troupe of Human slaves*
8) Hydra (Room 70)
9) Encounter from the Level 2 table (reroll on Level 2)
10) Encounter from Level 3: The Palace and Dungeon (reroll on Palace and Dungeon table)

Level Three: The Palace and Level Four: The Dungeons
(70 - 116)

1) Gnoll Patrol E*
2) Lizard men Patrol C*
3) Human Slaves*
4) The Minotaur King and his entorage
5) 2 Minotaur guards*
6) A random Dryad*
7) The leaders of the various Beast Men (Room 83)
8) Lizard men Patrol C*
9) The Clerical Minotaur Cow (Room 111)*
10) Encounter from Level 3: The Gardens (reroll on Garden table)

NOTE I: No. 5, the herd of cattle may be found on the Palace level, but never on the dungeon level.

NOTE II: If a dryad is indicated, ignore Dryad name and treat as a random Dryad and refer to No. 6 of the Palace and Dungeon level table.

Room 117: There will be no wandering monster or encounter in this chamber, but an encounter outside of it will be rolled on the Level 3: Garden tables.

Level Three - A (118 - 126): Any wandering monster indicated on this level will be the wandering Statue of Bronze (see Level 3 - A, Introductory Note).

Random Encounter Descriptions

These are the descriptions and some rationalizations for the various encounters listed above. Some of the encounters will refer to material in the text of the dungeon. Others will refer to additional following tables.

Level One

1) Gnoll Patrol A: see GNOLL PATROL tables below.

2) Lizard men Patrol A: see LIZARD MEN PATROL tables below.

3) 4 Giant Rats: AC:, 7, Move: 12", HD: ½, Damage: bite for 1 - 3 + saving throw vs. poison to avoid contamination with disease. There is a 5% chance that any given rat will be a disease carrier, HP: 1, 3 (x2), 4.

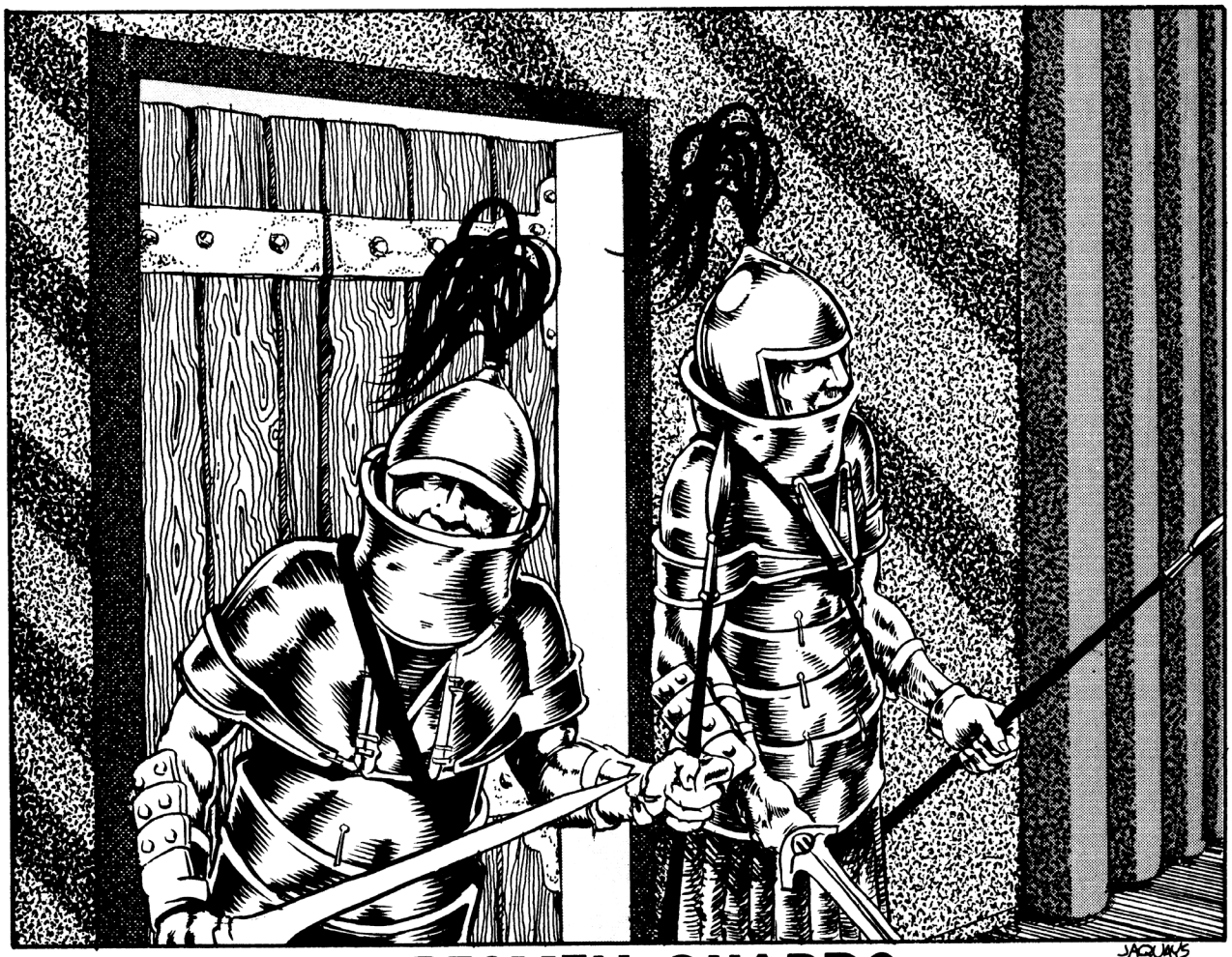
4) Band of Bold Tribesmen: There will be a total of 6 Tribesmen in 1 of 3 bands. Band 1: Led by a 2nd level fighter in platemail (see illustration of armored Tribesmen guards), Align: N, AC: 3, Move, 6", HD: 2, Damage: Spear for 1 - 6 and Broadsword for 1 - 8, HP: 11, STR: 12, DEX: 13. The next character of note is a 4th level Cleric of The Dark One, Align: LE, AC: 6 (Leather and Shield), Move: 12", HD: 24, Damage: Mace for 1 - 6, HP: 12, Spells: *Cure Light Wounds, Cure Light Wounds, Animate 3 Undead* (Skeletons or Zombies). once daily and *Control Undead* of a number equal to the turning ability of a good Cleric (see Designer's Notes for further information).

The rest of the band is made up of 1st level fighters armed with Leather Armor, Shield and Spear. Align: N, AC: 6, Move: 12", HD: 1, Damage: 1 - 6 with Spear, HP: 6, 8, 4, 7. The group will also have split between them the following: Two 50' Coils of Rope, 36 Torches, 5 Bronze Spikes, Rations for 6 men for 4 days, 6 Flagons of Water, 1 Flagon of Weak Wine, 2 Bronze Daggers, a Stone Hammer, a rock on the end of a stick with a *Continual Light* spell on it. The glowing rock has a hood attached to hide the light. It is carried by the Cleric.

Band 2: All 6 of these men are 1st level fighters as above with the same armor and weapons. Hit Points are: 2, 5, 4 (x3), 6. They will have the same extra supplies except for the Wand of Light (glowing rock on a stick). These fellows have been whipped up to a battle frenzy by the Clerics and since they do not fear death, but rather seek it in combat, they will fight like berserkers.

Band 3: This is a group of escaped slaves from the 3rd level. They are AC: 9, Move: 9", HD: ½, Damage: 1 - 2 or by weapon type -1, HP: 2 (4), 1. They are scared for their lives and there is a 60% chance that a Gnoll Patrol will be hot on their heels (2 - 5 melee rounds behind them. See GNOLL PATROL tables below).

5) Gelatinous Cube: AC: 8, Move: 6", HD: 4, Damage: 2 - 8 + save vs. paralyzation or be anesthetized, HP: 24, Immune to *Lightning, Cold, Paralyzation, Fear,* and *Polymorph*. This cube had 34 GP, 10 SP, a Bronze Dagger, a 200 GP Topaz Gem Stone, a Steel ball-bearing (useless, but who knows?), and a marble from Room 89.



ARMORED TRIBESMEN GUARDS

6) Tribesman Funerary Procession: This group will only be in the designated area. If it is indicated as an encounter and the adventuring party is not in the appropriate area, the procession will be located in Room 27B and will remain there for 3 - 18 turns after the encounter is determined. The funeral procession will consist of the same entourage as in the Tribesmen religious ceremony described in Room 23. However, there will be an additional 1 - 12 0 level types. All will be garbed in black robes and the 0 level types will have their faces painted in bright, garish colors. The body is borne by 6 men (0 levels) of 4 Hit Points each. There also will only be four 1st level fighters in plate mail, AC: 3, Move: 6", HD: 1, Damage: Spear for 1 - 6 and Broadsword for 1 - 8, HP: 4, 6, 3, 8; plus one 2nd level fighter in plate mail, AC: 3, Move: 6", HD: 2, Damage: Spear for 1 - 6 and Sword for 1 - 8, HP: 13.

7) 1 - 4 Stirges: AC: 7, Move: 18", HD: 1, Damage: 1 - 3 + 1 - 4 points automatic blood drain per round thereafter, HP: 8, 6, 4 (x2).

9) Gnoll Patrol B: See GNOLL PATROL tables below.

Level Two

1) Lizard Men Patrol B: See LIZARD MEN PATROL tables below.

2) Gnoll Patrol B: See GNOLL PATROL tables below.

3) Gnoll Patrol C: See GNOLL PATROL tables below.

4) 2 - 5 Stirges: AC: 7, Move: 18", HD: 1, Damage: 1 - 3 + 1 - 4 points automatic blood drain per round thereafter, HP: 6, 7, 4, 5, 3.

5) 2 Spiders: AC: 5, Move: 15", HD: 3, Damage: bite for 1 - 4 + save vs. poison or be paralyzed for 11 - 16 (10+1d6) turns. Each additional bit raises number needed to save by 1.

6) Ochre Jelly: AC: 8, Move: 3", HD: 5, Damage: 2 - 12, HP: 24.

8) Battle between Tribesmen and Lizard Men: A battle will be in process between a band of Tribesmen (see Level 1, No. 4, Band 2) and a patrol of Lizard Men (see LIZARD MEN PATROL tables below and randomly determine which group will be in play). One Tribesman and one Lizard man will be dead and at least two members on either side will be minus 1 - 3 Hit Points from wounds. The Tribesmen are outclassed by their reptilian opponents and if unaided, they will all be killed except for the fighter with 2 Hit Ponts who will be taken unconcious back to whichever group the Lizard Men are directly in the service of (see LIZARD MEN PATROL tables).

9) Living Stone Statue: This is an animated stone statue that wanders about the caverns and destroys all living creatures it meeets. It is unintelligent and will fight until destroyed. Once destroyed, however, it will begin to put itself together by regenerating stone out of the surrounding walls and within 3 turns, it will be whole again and begin to stalk the caverns once more. There is a 10% chance each turn that it will randomly teleport to some other place in the caverns. The only way to permanently destroy the statue is to place the head on some non stone - or earth related item, such as a wooden table or to carry it (200 encumbrance points). The statue is AC: 2, Move: 6", HD: 8, Damage: 2 - 12 per round, HP: 32. Unless the head is taken care of, this creature may be encountered more than once.

Room Complex 53

1) Special: Nothing unless Door No. 3 (to the Astral Plane) is opened in Room 53 A. If so, then a Type I Demon will have entered through the door and be prowling around on this level for booty. AC: 0, Move: 12/18", HD: 8, Damage: 2 claws for 1 - 4 each, 2 talons for 1 - 8 each, 1 bite for 1 - 6, HP: 47.

2) Special: Nothing unless the Immortal King in Room 53 E has been disturbed. If so, then it will be that undead creature as it prowls about its former demesne in search of living flesh to devour. This creature can and will leave the Room 53 Complex if the door to Room 53 from 53 A is not spiked shut. It will not attempt to leave through either of the other exits from this level, although it may seek to travel either astrally or ethereally.

10) G'ruk the Lizard Shaman: (see Room 31 for further details on this creature). He will be exploring the sacred area and may be found in any unsealed area except for 53 E.

Level Three: The Gardens

5) Herd of 20 Cattle: AC: 7, Move: 15", HD: 2, Damage: 1 - 4, HP: roll as necessary. This is the Beast Men's on-the-hoof food supply. The herd will be found wandering around the gardens and occasionally will be chased into the palace itself when the hydra is hungry and out stalking prey.

6) Gnoll Patrol D: See GNOLL PATROL Tables below.

7) Troupe of Human Slaves: AC: 9, Move: 9", HD: ½, Damage: 1 - 2 or by weapon type -1, HP: roll as necessary. There are 12 slaves in the troupe and they will be performing various maintenance chores ranging from scrubbing walls to watering trees and/or trimming shrubbery. These slaves, if freed, will join with an adventuring party, but the first time that a Beast Man Commander of any race shows himself, they will be completely cowed and will change sides faster than greased lightning, even to the point of attempting to subdue adventurers. They have a morale of 2d6 which must be rolled under on a d20 every time melee is enjoined, or the freed slaves will run away with a 10% cumulative chance of changing sides each time (Yes, you guessed it! The original gutless wonders).

Level Three: The Palace and Level Four: The Dungeons

1) Gnoll Patrol E: See GNOLL PATROL tables below.

2) Lizard Men Patrol C: See LIZARD MEN PATROL tables below.

3) Human Slaves: Treat this group of slaves as per the Troupe of Human Slaves (Level 3: The Gardens, No. 7) but there will only be 8 slaves.

4) The Minotaur King and his Entourage: This group will be as described in Room 72. There is an additional 45% chance that the king will be accompanied by a second Gnoll patrol (see GNOLL PATROL tables below and determine one randomly). The King may obtain up to 4d8 of healing per day from his grandmother.

5) Two Minotaur Guards: AC: 6, Move: 12", HD: 6, Damage: butt for 2 - 8, bite for 1 - 3 and battle axe for 1 - 12, HP: 28, 36.

6) A Random Dryad: This will be one of the Dryads from the Garden area (No. 56 - 65). Determine which one on the table below, then go to the second table and determine the reason for her being in the palace, since it is basically out of bound to the tree people who will not go there unless physically forced.

Table I
Roll once on a d10)

1) Astraea (56)
2) Briseis (57)
3) Calliste (58)
4) Deianira (59)
5) Eidothera (60)
6) Flora (61)
7) Gaia (62)
8) Hypermnestra (63)
9) Iphigenia (64)
10) Jocasta (65)

Table II
(Roll once on a d20)

1-8) Captive and escorted by two Gnoll guards, AC: 5, Move: 9", HD: 2, Damage: 1 - 10 with two-handed Sword, HP: 14, 4.

9-12) Escaping Captivity. 50% chance of being pursued by 1 - 4 Gnoll guards (see Stats above). HP: 6, 14, 9. 13.

13-14) Subverted to aid of Minotaur King. She will lead adventurers into a trap (*Detect Evil* will reveal her nature).

15-16) She is dying (20% chance that she is already dead). There is a 60% chance that a Gnoll patrol will be standing over her body. Determine composition of patrol on GNOLL PATROL tables below.

17-19) She is in hiding and will attempt to remain hidden, even from adventurers.

20) She is insane and allowed to wander about the palace and grounds. She will bear the marks of torture. Her face is marred beyond all repair.

GNOLL PATROL TABLES

Table I
Patrol Compositon

If the identity of a given Gnoll patrol is not predetermined, roll once on a d6. All patrols are AC: 5, Move: 9", Damage: by weapon type, HD: 2. Hit Points are indicated for each patrol. If a special is indicated, roll on Table III to determine nature of additions to the standard patrol. Weapon type (Table II) must be determined for all Gnoll patrols. Roll once on a d6.

1) (A) 4 Gnolls, HP: 8 (x2), 10, 9.

2) (B) 4 Gnolls + Special, HP: 12, 9, 8 (x2).

3) (C) 6 Gnolls, HP: 10 (x2), 9, 7, 4, 6.

4) (D) 6 Gnolls + Special, HP: 8, 11, 10, 7, 9 (x2).

5) (E) 8 Gnolls, HP: 12 (x2), 8, 11, 13, 9 (x2), 10.

6) (F) 8 Gnolls + Special, HP: 15, 8 (x3), 11 (x2), 9, 10.

Table II
Weapon Type

1) Halberds
2) Halberds
3) Two-Handed Sword
4) Halberds and Longbows
5) Longbows and Morning Stars
6) Battle Axes.

Table III
Special Patrol Members

1) Dog Brother fighter: AC: 6, Move: 12", HD: 4, Damage: Sword for 1 - 8 and/or bite for 1 - 4, HP: 25. He is the Patrol Commander.

2) Dog Brother Magic User: AC: 6, Move: 12", HD: 4, Damage: two Daggers for 1 - 4 each and/or bite for 1 - 4, HP: 27, Spells: (as a 4th level Magic User) *Charm Person (x2), Shield, Sleep, Web (x2).*

3) Minotaur: AC: 6, Move: 12", HD: 6, Damage: butt for 2 - 8, bite for 1 - 3 and/or Battle Axe for 1 - 12, HP: 35.

4) 2 Lizard Men: AC: 4, Move: 6"/12" (swimming), HD: 2+1, Damage: club for 1 - 8 and 4 darts for 1 - 4 each, HP: 9, 7.

5) 1 - 6 Human Captives. These will be Tribesmen slaves who have attempted to escape and are being returned for punishment or possible execution. They are desperate. AC: 9, Move: 9", HD: ½, Damage: 1 - 2 or by weapon type -1, HP: 2 (x2), 3, 4 (x3). If freed, they will willingly serve as slaves to their saviors. They speak Gnollic and some Tribesman.

6) 2 of the Above. Reroll and ignore rolls of 6. Duplications are allowed.

LIZARD MEN PATROL TABLE

All of the patrols listed below are in the service of the Minotaur King with the exception of Patrol A. They are Lizard Tribesmen under the leadership of G'ruk the Shaman of the Lizard People. Their statistics will be listed under A. All other patrols are AC: 4 (armed with Shield), Move: 6"/12" (swimming), HD: 2+1, Damage: club for 1 - 8 and 4 darts for 1 - 4, Hit Points are indicated for each patrol. If a special is indicated, roll of GNOLL PATROL Table III.

1) (A) Lizard men in the service of G'ruk the Shaman. AC: 5, Move: 6"/12", Damage: 2 claws for 1 - 3 each and a bite for 1 - 8, HP: 9, 11, 10, 7. There is a 10% chance that they will be accompanied by the Shaman G'ruk (see Room 31).

2) (B) 6 Lizard Men in the service of the Minotaur King. HP: 12 (x2), 9, 8, 11, 12.

3) (C) 6 Lizard Men in the service of the Minotaur King + a 50% chance of a Special. HP: 17, 15, 8, 11, 14, 10.

4) (D) 6 Lizard Men in the service of the Minotaur King + a Special patrol member. HP: 6, 11 (x2), 10, 12, 9.

The individual patrols are not to be treated as individual characters. A patrol may be rolled up more than once.

The Taverns of Thracia

The use of this section is optional. It provides a set of legends (more like bits and pieces of legends) that can either be assigned to various NPC's in the referee's campaign or to speed up a game, they can be given directly to the players as indicated below. The method is left up to the individual referee. If the system of giving legends directly to the player characters is used, the following mechanics should allow for fair distribution.

Roll once on a d4 on Table One. This will determine the number of information bits known by the character, usually from 0 - 3. Then, go to Table Two and roll a d20 the number of times as indicated on Table One. Write down each character's known pieces of legendry on a separate piece of paper and inform them that they know these things about the future adventure and that they may keep them secret if they wish. Not all the pieces of information are true. Those that are not are suffixed by an "F" in parentheses. The referee is not obligated to inform the player as to the veracity of his information.

Table One
Roll once on a d4

1) 1 piece of information
2) 2 pieces of information
3) 3 pieces of information
4) No pieces of information

Table Two
Roll as indicated above on a d20)

1) The Beast Men are Humans under a curse (F).

2) A collector has expressed interest in obtaining Thracian historical artifacts. He will pay 2d100 (2 - 200) Gold Pieces per intact item brought out.

3) Beware the Yellow Death!

4) Don't trust the trees!

5) The Tribesmen perform Human sacrifice.

6) You have learned to read the Thracian Language (modern). This gives you a one-time 30% chance of reading anything inscribed in that language.

7) Beware the God of Death!

8) The rope bridges are rotted out and unsafe (F).

9) For safety, seek ye the Pool of the Watery Wonders.

10) The Hall of Laughing Skulls leads to riches untold.

11) Be wary of statuary!

12) Deep under the earth there is a sunlit garden and a sparkling palace.

13) Seek aid from the Halfling Hermit.

14) Buried with a dead king is a powerful, but evil Sword.

15) The caverns go no deeper than two levels (F).

16) The leader of the Beast Men hoards vast amounts of wealth (F).

17) A remnant of an ancient pre-Human civilization may yet exist deep in the bowels of the earth.

18) The Beast Men are enslaving Humans.

19) The touch of the Good will destroy Undead (F).

20) You have learned to speak the language of the Tribesmen. You have a 65% chance of speaking clearly to any Tribesman. If the 65% roll is not made, clarity of conversation must be determined on Room 73's Interpretation tables.

Note: The tree symbols on the map represent actual trees. There are many, many more trees in the jungle, but to indicate them all would clutter the map severely. However, on the building foundations themselves, there are no more trees than indicated.

Note II: The surface of the street is cobblestone and is well choked with thick grass, at least waist high.

A) **Entrance to Room 1**: At this point the stairs descend down to level one, Room 1. There is a 60% chance that a Gnoll patrol will be guarding this entrance. (Use GNOLL PATROL Tables in Random Encounter section to randomly determine a patrol). There is an additional 50% chance that half the patrol will be in ambush up in the trees. The stairs come up onto a weathered pedestle that was once the base of a temple. There is rubble lying about on the surface and trees are growing up around the edge of the pedestle and out of cracks in it. The pedestle is 10' higher than the surrounding terrain.

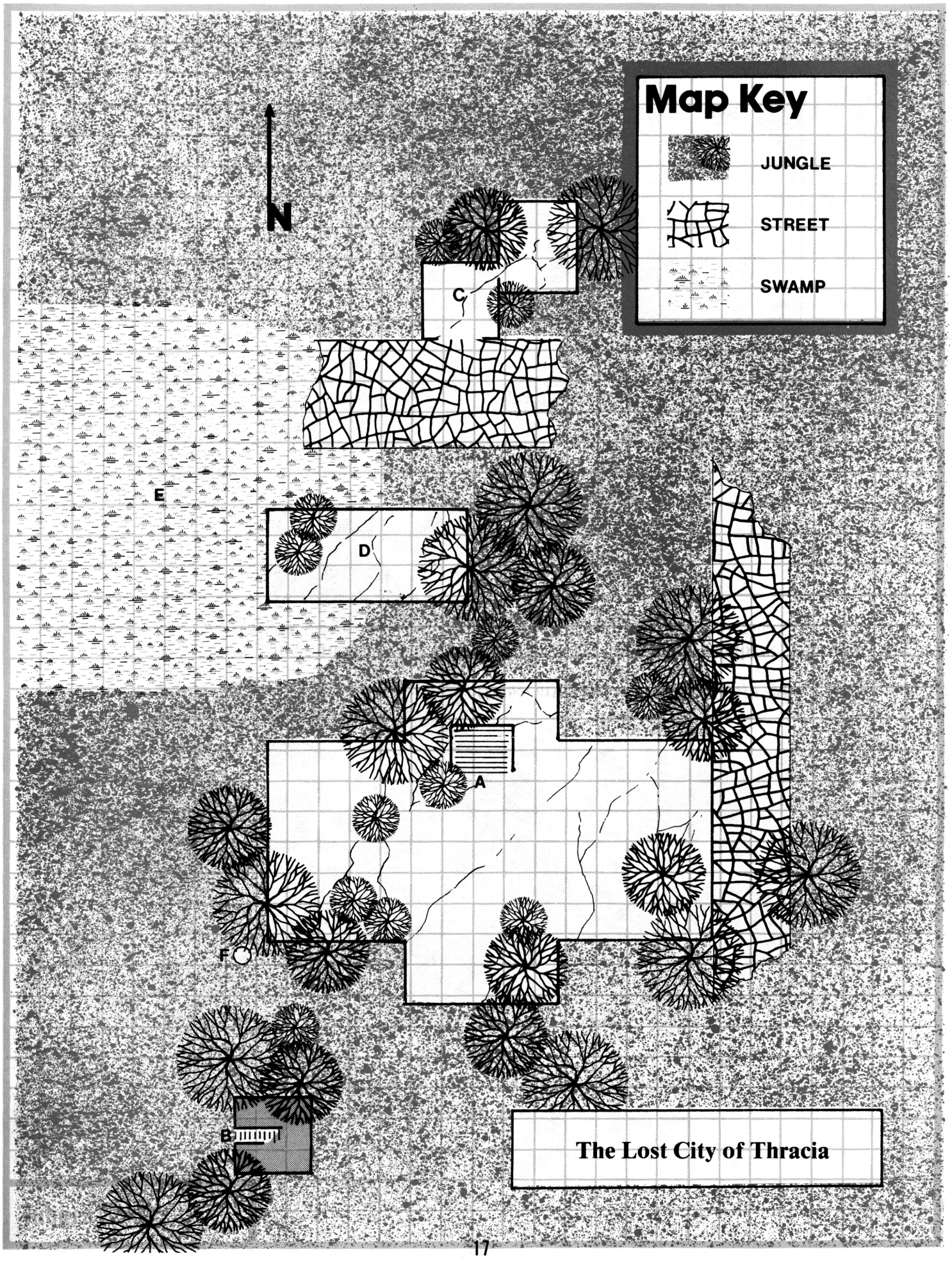
B) **The Tribesmen's Secret Entrance**: This set of stairs leads down to 18 on the first level map. There will be a band of Tribesmen lurking about here (see Random Encounter Tables, Level One, No. 4, "Band of Bold Tribesmen". They will be the equivalent of Band 2, but with the following Hit Points: 8, 6, 5, 4, 7, 9). These characters will definitely attack from ambush.

C) **The Remnants of an Ancient Building**: There is little left besides the foundation and a couple of walls. There is a 30% chance of a Random Encounter at this point. Roll on the 2nd level table. A search of the premises will reveal a tablet written in Dwarvish. If a member of the party can read it, it will state that the writer has found the location of the secret entrance into the caverns below. The building described will be "A squat, dark building constructed of black stone". This is the building that houses the Tribesmen's secret entrance (B).

D) **Another Building Foundation**: This one is 5' higher than the surrounding area and juts out into the swamp. Standing at the west end of it will cause the character(s) to be hit by a volley of 4 - 12 darts cast by Lizard Men (see E below).

E) **A Hunting Party**: Slurping quietly about in the swamp is a patrol of Lizard Men (determine a random Lizard Men Patrol on the LIZARD MEN PATROL Tables under the Random Encounter section). If undetected, they will attack with surprise and return to beneath the waters, seeking at all times to ambush without actually joining combat with intruders.

F) **A Hole in the Ground**: This is a 5' diameter hole that lets sunlight down into the cavern below and at high noon is focused directly on the semicircular area of 23. The drop is 65' for 6d6 +2 damage. If the character falling survives and does not hang on there is an additional 20% chance that he or she will slip off and fall an additional 50' to land on the east bank of the river, taking another 4d6 +2 damage.


Map Key
JUNGLE
STREET
SWAMP
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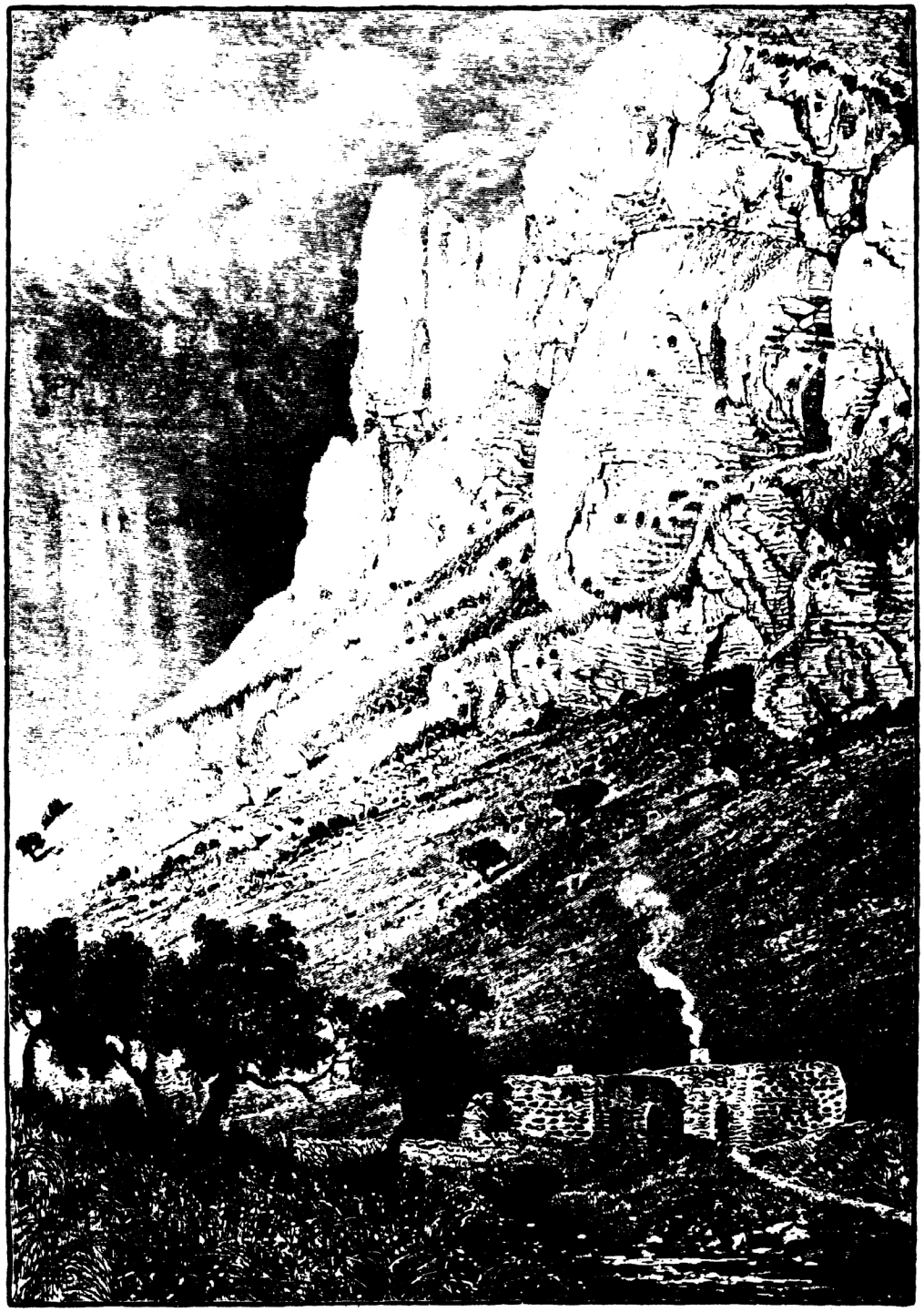
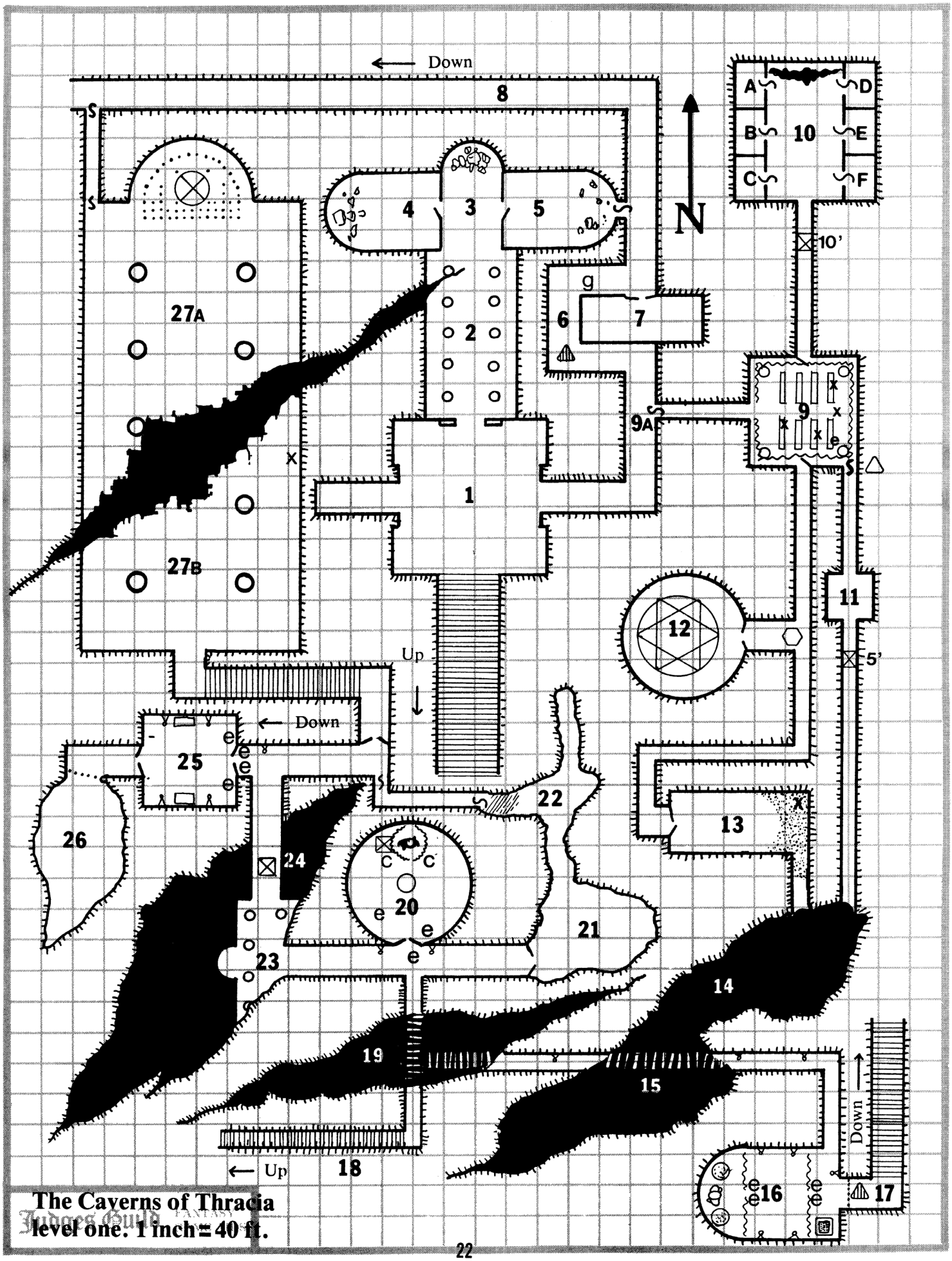
The Lost City of Thracia



Level 1



The Cavern of Thracia
level one. 1 inch = 40 ft.

Level One

1) **Entry Hall**: The stairs out of this room or down to this room lead to the surface and come out among a pile of ruins. The walls of this room appear to have been painted once in bright colors with scenes of ceremonies and worship, however now they are faded, worn, chipped and discolored with age and wear. The air in the room stinks of bat guano and hanging from the ceiling are several hundred normal bats. The ceiling, which is 30' high, is covered with them. The bats will be mildly irritated by torches but a *Light* spell will send them winging about through the air, severely agitated. The guano on the floor makes it slippery and will require a saving throw on a d20 of under the character's Dexterity +2 per turn spent running through the muck or per round spent fighting in it. Failure to make the throw indicates slipping and falling into the goo (-3 Charisma penalty).

2) **Hall of the Bats**: This is a columned hall that has at least 6 - 8" of bat guano on the floor. The 20' ceiling is literally swarming with normal bats who will become agitated by the presence of light and *Light* spells or bright, directional lanterns will send the critters winging and make vision beyond 5' impossible due to their number. Running or fighting in this room will require a saving throw to be made against slippage (see Room 1 above), however, saving throws will be made at Dexterity -2.

3) **Alcove of the Bats**: This room is exactly like Room 2 as far as bats are concerned (including saving throws). At the north end of the alcove is a pile of rubble that appears to have once been a statue of some sort. If the rubble is dug through (approximately 1 turn) the head can be found. It will be the head of the goddess Athena. The door into Room 5 is ajar and the door to Room 4 is jammed shut so that it is -1 on opening capability. If characters choose to notice, they will find that it appears that trails have been worn through the muck on the floor, leading to both Rooms 4 and 5 and into and through Rooms 2 and 1.

4) **Centipede Chapel**: This room is not full of bat guano. It contains a pile of rubble that appears to once have been a winged, robed, female figure (imagine the statue "winged victory" in a heap). Crawling about the room are 19 centipedes, bright red in color, AC: 9, HD: ¼, Damage: Poison (+4 saving throw), HP: 1 (x9), 2 (x10). There has been a recent struggle in the room. Several additional centipedes lie mashed on the floor (currently being hastily cleaned up by their still living fellows) and some blood has been spilled.

5) **Lizard Men on a Hunting Foray**: 4 Lizard Men are in here, AC: 4, Move: 6", HD: 2 + 1, Damage: club for 1 - 8, HP: 13, 9, 16, 8 (13). Two of the Lizard Men are on guard and ready while the 3rd is seeing to the wounds of the 4th who, though he can fight, is reeling somewhat from the effects of centipede poison. (The 13 reflects the creature's actual hit points before suffering damage from the centipedes.) On the floor is a string of about 12 centipedes with their heads removed. Several are still wriggling, coiling and uncoiling. 2 centepedes have already been cracked open and the meat devoured out of them. The wounded Lizard Man will fight at -1 hit probability.

   Scattered about the floor are the remains of a statue that is shattered beyond any recognition. The secret door at the rear of the room is disguised to look like an ornamental panel.

6) **Spear Trap**: As the location of the "6" is passed on the map, there is a 1 - 4 chance on a d6 that 2 spears will come flying out of the south wall, headed north and hit as if cast by a 7th level fighter. There is a 25% chance that the Gnoll guard, AC: 5, HD: 2, HP: 13, Weapon: Morning Star, will be dozing at point "g". If he hears approaching adventurers, he will slip into Room 7 and the Gnolls in there will have an ambush ready.

7) **Gnoll Guardpost**: This is a guardpost occupied by 6 Gnolls (in addition to the one above) who are in the service of the Minotaur King. AC: 5, Move: 9", HD: 2, HP: 13, 14, 7, 15, 8, 10, Damage: Longbow for 1 - 6, and Battle Axe for 1 - 10. Each Gnoll has 4 SP, and 6 GP on his person.

The Incarnation of Death ROOMS 9A-13.

Rooms 9A through 13:

The Incarnation of Death

Frequency	Very Rare (see below)
Number Appearing	1
Armor Class	2
Move	12"
Hit Dice	4 (20 Hit Points)
% in Lair	Nil
Treasure Type	Nil
Number of Attacks	1
Damage/Attack	Nil
Special Attacks	Energy Drain (see below)
Special Defenses	Invisibility
	May only be hit by Iron Weapons
Magic Resistance	20%
	Plus immune to *Sleep*, *Charm*, and *Hold* spells
Intelligence	Average
Alignment	Lawful Evil
Size	M
Psionic Ability	Nil
Attack/Defence Modes	Nil

In this section, there will be one special wandering monster, The Incarnation of Death. This is a minor, physical manifestation of the death god, Thanatos. The creature appears as a tall, gaunt man in flowing black robes. He has a darkly beautiful face, but appears morbidly sad. He will gesture to severely wounded characters that they should step forward and embrace him.

The Incarnation of Death will only appear to characters who are within 3 Hit Points of death. If a character normally has 3 or less Hit Points, then he or she will also see the Incarnation.

The Incarnation will appear any time that a character reaches 3 or less Hit Points and will only be visible to that character. However, a *Detect Invisible* spell will also reveal the location of the creature.

The presence of the creature will lower (raise the number required to save) the saving throws and morale of all who can see it by 2 points.

Once a living being dies in the presence of the Incarnation, the creature will snatch the soul of the dead one, making any form of *Ressurection* or *Reincarnation* impossible without a *Full Wish*.

If a character, even an unwounded one, willingly embraces the Incarnation of Death, he or she will die (no saving throw) and may not be brought back to life in any way without having a *Wish* of some sort.

Protection from Evil will keep the Incarnation at bay (regardless of caster's level).

Dispel Evil or *Dispel Magic* will end the creature away until the time that an additional living being is brought within 3 Hit Points of death.

The creature is normally *Invisible*, but once attacked it becomes visible. It will drain one energy (life) level when it scores a hit.

9A) **The Gates of Death**: This secret door leads to the ancient chapel of the god, Thanatos (death personified). The door is plastered over and can not be detected unless looked for. Once the plaster is chipped away, an inscription will be visible, written in ancient Thracian. It states: "KNOW YE THAT BEYOND THIS PORTAL LIES THE DEMESNE OF THANATOS, THE CURSED, HATER OF LIFE, GOD OF DEATH. SEEK NOT TO PASS THIS GATE FOR IT LEADS ONLY TO HIS BOSOM. THOSE WHO CHERISH LIFE HAVE SEALED THESE CHAMBERS FOR AN ETERNITY. BE WARNED, THERE IS NO RETURN THROUGH THIS DOOR. ONCE PASSED, IT IS PASSED FOREVER."

Once this door is passed through, adventurers will find themselves in a 30' long hallway, 5' wide. If they look behind them, there will be no door, only hall. The hall itself is magically *dark* (undispelable). No torch, lantern or *light* spell will cast more than a 5' radius of illumination. *Infravision* will be useless. Regardless of which direction the adventureres move (east or west), they will find themselves entering into Room 9 after traversing a distance of 30'. Re-entering the hall from Room 9 will still bring a character back to Room 9 after moving 30'. There is no way back to 9A from 9, at least by physical means.

9) **The Chapel of Thanatos**: This square room is lit, dimly by 4 low incense burners, located at the room's corners. Each gives off an eerie green glow and a thin trail of sweet-smelling vapor. The vapor is a sleep inducing incense. A saving throw must be made against poison or the victim will succumb in 1 - 6 melee rounds after entering the room. Victim will stay asleep for 1 - 6 turns after incense stops burning. Standing directly over a burner and inhaling the concentrated fumes will lower the dice roll of the saving throw by 2 and cause sleep immediately upon failure to make the throw.

The walls are draped from ceiling to floor with black curtains of heavy fabric. Each individual wall is covered by a single piece of cloth. 8 black, marble benches are set in two rows from east to west. The small "x's" represent the locations of seated or kneeling, motionless figures draped in black cowled robes. The figures are long-dead human worshippers of Thanatos. Upon touch they will crumble to dust, leaving behind only a few bones, shreds of black cloth and a silver chain and skull shaped pendant with turquois eyes (value 25 GP). There are 4 figures and 4 pendants. The "e" is another figure that looks like the others. It is a very patient wight, AC: 5, Move: 9", HD: 3, HP: 20, Damage: 1 level energy drain. If touched it will attack with surprise on a 1 - 2 roll of a d6. If left alone it will follow and attempt to attack from behind. The wight wears no jewelry.

The walls behind the drapes are plastered and contain frescoes depicting a dark-robed faceless being (Thanatos) reigning triumphantly over all variety of mortal creatures of all religions. Above and below the frescoes is inscribed over and over "NOTHING ESCAPES DEATH" in the ancient Thracian language.

The north door is made of stone bound with iron. It is locked. The wight has the key to the door in a belt pouch. The key has a death's head at both ends, but it is still recognizably a key.

The south door is *Wizard Locked* as if by a 10th level Magic User. A skull with glowing red eyes is set into the stone of the door. The skull will hiss (*Magic Mouth*) at any who attempt to open the door and say (*Magic Mouth*), "ENTER FOOLS! JOIN ME IN THE BLISS THAT IS THANATOS! BECOME ONE WITH BLESSED DEATH! IT IS IN THE FINAL END THAT FULFILLMENT LIES."

The secret door in the south wall is covered by plaster. The door is locked (again the wight's key will open it, see above). There is a 1 spear trap set to fire on a d6 roll of 1 - 4 directly above the door, as if fired by a 7th level fighter. The trap is triggered by inserting the key in the lock.

10) **Crypt of the Waking Dead**: The hall leading from Room 9 to this room has a pit trap, 10' deep that opens on a 1 - 3 roll of a d6.

The amorphous black blob at the north end of the room is a "scarecrow" made of a large black robe draped over a statue. The statue is 20' tall. A continual magical wind blows outward from the north wall as if cast by a 10th level Magic User. Only by removing the robe from the statue can the wind be stopped or by casting a successful *Dispel Magic*. Protected flames have a 20% chance of being extinguished while all unprotected flames will be blown out immediately upon entering the room. The wind cannot be felt until the room itself is entered.

All the secret doors into Rooms 10 A - F are covered by a layer of plaster. Painted over the locations of each door is a somber, human face, approximately 4' tall.

10A) **Empty Crypt**: Whatever was buried in here has long since crumbled to dust. The tomb contains nothing of value.

10B) **The Living Dead**: 3 Skeletons wait in here. AC: 7, Move: 6", HD: 1, HP: 4 (x2), 8, Damage: 1 - 6. Each skeleton is dressed in shredded black robes and wears turquoise-eyed silver skull pendant around its neck (value 25 GP each). They are weaponless.

10C) **More Living Dead**: 4 Skeletons in here. AC: 7, Move: 6", HD: 1, HP: 2, 3, 4 (x2), Damage: 1 - 6. They are dressed exactly like those in 10B.

10D) **Even More Living Dead**: Another 4 Skeletons guard this crypt. AC: 7, Move: 6", HD: ½, HP: 3, 4, 2 (x2), Damage: 1 - 6. Again they are dressed as those in Room 10B.

10E) **A Second Empty Crypt**: The occupant of this room disintegrated to its primal components years ago. All that remains is a pile of dust and black rags, along with a single skull pendant as described in Room 10B.

10F) **A Not-So-Empty Crypt**: This crypt contains 6 Skeletons in chainmail, armed with Broad Swords, AC: 5, HD: 1, HP: 7, 3, 5, 4 (x2), 6, Damage: 1 - 6.

If the door to this crypt is opened, the doors to all the other crypts will spring or burst open and release any surviving occupants who will immediately begin to attack any intruders. In a locked box against the room's north wall is 200 SP, 40 GP, and a Potion of Levitation in a skull-shaped flask.

11) **Perfectly Preserved Curate**: Placed in a state of *Stasis* is a 5th level Cleric of Thanatos. Macreus, 6th level Cleric of Thanatos, Align: LE, HP: 18, Armor: Chainmail, AC: 5, Weapon: Stone Mace. His regular Clerical spells include the following: *Dark (reverse of Light), Protection from Good, Hold Person, Silence 15' Radius*. Macreus was entombed here at a time 150 years after the downfall of King Agamemnos (see history) when the worship of death was not so popular. However, his followers had found a way to preserve him indefinitely and keep him alive so they could rescue him in the near future when things cooled down a bit for the death worshippers. It seems rather, that Macreus was forgotten and left in *Stasis* for 950 years. Macreus will speak both the language of the Thracians (see Room 37 for translation difficulties) and also the language of the ancient Thracians, being able to read and speak it fluently. He knows of the location of Level 3A and how to get to it. He knows of the sphinx. He is aware of the Room Complex No. 45 and has heard legends of Room Complex 53.

Macreus is guarded by 6 Skeletons, AC: 7, HD: 1, HP: 5, 7 (x2), 6, 8 (x2). Opening the secret door in Room 9 will break the *Stasis* and *Animate* the skeletons. Around the neck of Macreus is a turquois-eyed silver skull pendant (value 25 GP) and at his belt is a pouch containing a *Confusion* (4d8) dust that must be inhaled (10' x 10' cloud). In the south corridor is a 5' deep pit trap (roll under or equal to dexterity score on a d20 or take 1 - 3 points of damage). The trap springs on a d6 roll of 1 - 3. On the floor of the pit is a locked chest containing 800 CP, and 200 SP. There is also a strong but lightweight rope ladder (value 50 GP) that is 50' long. One end of the ladder has two stone balls attached to it that will fit into a pair of re-inforced holes at the end of the corridor, which ends looking out into a cavern. The balls will hold the ladder in place.

12) **Oracular Skulls**: The entry hall to this room is guarded by 2 crossbow traps that will hit as if shot by a 4th level fighter on a d6 roll of 1 - 4. They are aimed at the center of the 10' doors to Room 12. Opening the door will work to trigger the trap.

The floor of the room is set in large, red, ceramic tiles, glazed and very smooth. Inscribed on the floor in glowing green lines is a hexagram, a six-pointed star drawn within a circle. The walls and the hemisphere of the 50' high domed ceiling appear to be a night sky with constellations moving across them. The room is 10 degrees F colder than the hallway (the hall is approximately 55 degrees F).

Floating 15' off the ground in the center of the hexagram is a green, glowing, human skull with ram's horns apparently growing out from it. The skull has living eyes and will watch persons entering the room, and will chuckle ominously. Once the door closes, the skull will say, "SPEAK PETITIONER AND HAVE THY SAY, THAT I MAY ANSWER YE YEA OR NAY." The skull

will then allow everyone present to ask one yes or no question which the referee must answer truthfully. No character may ever ask more than one question, regardless if they return again to the room. Once the question has been asked and answered, the skull will speak again and say, "YOUR QUESTIONS HAVE BEEN ANSWERED AND YE ARE NOW THANATOS' OWN." At that point, a small, white, skull-shaped blemish will appear on the back of the right hand of every character who asked a question. It actually means nothing, except as an identifying mark for a worshipper of Thanatos.

If the skull is attacked it is AC: -2, HD: 5, HP: 31, Damage: 2 *Magic Missiles* per round at up to 2 targets, Move: Fly at 24".

A final note on the skull-shaped blemish. Any character so marked will be visited by the Incarnation of Death when he or she is within 3 Hit Points of dying, regardless of where he or she may be (see *The Incarnation of Death*). The skull may be removed by a combination of *Remove Curse* and *Cure Serious Wounds*.

13) **Moldy Bones**: The door to this room is bolted with a heavy stone bar from the west side. The toned area in this room represents a colony of yellow mold, AC: 9. However, out of that mold will rise 6 Skeletons, AC: 7, Move: 6", HD: 1, HP: 6, 3 (x2), 5 (x2), 4, Damage: 1 - 6. The skeletons appear fuzzy because they are coated with a growth of yellow mold. Striking them will have a 50% chance of releasing a 5' x 5' x 5' cloud of spores. There is an additional 30% chance that instead of releasing the small spore cloud that it will release all its spores at once in a 10' x 10' x 10' cloud. Each skeleton is good for two small clouds or one big cloud of spores. Holy Water will not affect the skeletons until the mold on them is removed.

In a stone box (location marked by the "x") is 200 SP, 40 GP and a Wand that looks like a miniature, skull-headed, obsidian Wand of the demon prince Orcus (value 150 GP). It has a magic value in the hands of an evil character. It will allow them to *Control Undead* as per a Cleric of Thanatos of the same level as themselves (see Designer's Comments).

The hall to the south leads to a cavern and a 50' drop. Note: both this opening and the opening to Room 11 are disguised by walls of *Permanent Illusion* and are visible (normally) from either below or the rope bridge (15).

14) **Upper Reaches**: This is the upper part of the caverns that are mapped on Level 2. From the level of the rope bridge, they descend 50' to the floor below and rise from 10' to 40' upwards. Various stalactites hang from the ceilings. Among the stalactites are a group of 20 huge bats, AC: 4, HD: ½, HP: Roll as necessary, Damage: 1 - 3 (bite), Move: 24". These creatures have a wingspread of approximately 5'. Torches and normal lanterns moving across the rope bridge will dislodge 1 - 2 of them, *Light* spells and bullseye lanterns pointed in their direction will dislodge all 20. If the bats score a hit against a character on the rope bridge, that character must roll less than or equal to his Dexterity +2 on a d20. Only one roll is made. Multiple hits will lower the score needed by 2 per hit. Falling will do 5d6 of damage.

15) **The Rope Bridge**: This is a 40' long bridge of fairly recent construction made of strong hemp ropes woven and tied around closely set planks of wood. At waist height there is a rope hand rail on both sides. The bridge is firmly attached at both ends. It would be the work of but one or two sword chops to effectively sever the bridge, AC: 8, HP: 5 points of damage to each of the two supporting strands. Due to the dampness of the air, the rope bridge will not readily burn unless first liberally doused with oil (3 - 4 flasks).

16) **Sanctuary of the Dark One**: This is a worship hall devoted to Thanatos, but under his recent name of "The Dark One". The chapel is about a century old and is used by the local tribesmen. The room is divided into three parts. The easternmost part contains a ritual purification basin and two guards (described later). The central section is the worship chamber. The westernmost section is the location of a statue of the deity and a pair of iron braziers. This section may only be entered by a Cleric of Thanatos.

Each section is partitioned from the other by a ceiling to floor drapes of heavy black material. Each drape is made of two pieces. The central and eastern section are lit by torches while the statuary nook is lit by the braziers. The 4 "e's" are 4 2nd level fighting men, Align: N, Platemail, AC: 3, Weapons: Spear and Broadsword, HP: 14, 10, 16, 19.

Entry into the statuary nook will result in a *curse* being cast on all intruders (reverse of *remove curse* as if cast by a 12th level Cleric). Only Clerics of Thanatos may safely pass through. The statue is an 8' tall wooden carving of a humanoid in black robes with a skull face. Each eye of the statue is a 200 GP turquoise. Any attempt to liberate these gems will cause the flames in the braziers to explode for 1d8 of damage to all within a 5' radius and to set the nearest curtains on fire. Due to the drying of the braziers, these curtains are tinder dry.

17) **Bars, Visions, Spears and Slides**: The entrance to this area is blocked off by iron bars. They are somewhat rusty. They will bend on a d20 roll of under a characters strength score -10.

To any who fail a saving throw vs magic, it will appear that a comely Dryad is trying to break free from the bars. She seems to be in fear of something and will retreat and cower against the east wall of Room 17.

Once the bars are passed, a spear trap will fire on a 1 - 2 roll of a d6. Two spears will be fired as if by a 4th level fighter, for 2 - 12 points of damage.

The stairs go down to Level 2. There is a 30% chance that when any weight is placed upon the stairs they will form into a slick 45 degree angle slide. Every 5' moved down the stairs adds another 5% to the chance of the stairs becoming a slide. This should be checked every 5'. The odds are that a character will possibly be dumped into the river.

18) **Stairs to the Surface**: This set of stairs goes up to the ruins above. It is the access route of the priests of "The Dark One" when they come to perform their semi-monthly ceremonies here in the holy of holies. Any artificial light coming down this stair will be visible to the guard ("e") posted in front of Room 20. He will then blow a high pitched magical whistle that only the servants of "The Dark One" can hear, thus allowing them to prepare ambushes. This whistle can be heard in Rooms 14 through 26.

19) **A Second Rope Bridge**: This is an approximately 25' long, "T" shaped bridge of fairly recent construction made of strong hemp ropes woven and tied around closely set planks of wood. At waist height, there is a rope hand rail on both sides. The bridge is firmly attached at both ends. The cords attaching the bridge to the rock are AC: 8, HP: 5 for each cord (2). Due to the dampness in the air, the rope will not readily burn unless first liberally doused with oil (4 - 5 flasks).

Hanging amongst the stalactites are 5 huge bats, AC: 4, HD: ½, HP: 3 (x2), 1, 4 (x2), Damage: bite for 1 - 3, Move: 24". These creatures have a wingspread of approximately 5'. Torches and normal lanterns moving along the rope bridge will dislodge 1 - 2 of them, *Light* spells and directional lanterns, if pointed in their direction, will dislodge all 5. If the bats score a hit against a character on the rope bridge, that character must roll less than or equal to his dexterity +2 on a d20. Only one roll is made. Multiple hits will lower the score needed to be under by 2 points per hit. Falling will do 5d6 of damage.

Light moving along this bridge will alert the guard posted at the door to Room 20. See Room 18 above for consequences.

20) **Ritual Hall of Purification**: Posted outside of this room is a 2nd level fighter ("e"), Align: N, Platemail, AC: 3, Weapon: Spear and Broadsword, HP: 15. He has a magical whistle made of bronze that he will blow when intruders are spotted. This whistle will alert all fighters and servants of "The Dark One" in Rooms 14 through 26, who will then prepare ambushes. If the characters have been "branded" by Thanatos in Room 12, they too will be able to hear the whistle.

The room is a purification chamber where the priests of "The Dark One" ceremonial clean themselves before entering into any holy rites. The circle in the room's center is a 5' diameter basin that sets on a 3' tall pillar of skulls. At the north end of the room is a 10' diameter column of black drapery that hangs from the ceiling 20' overhead to the floor. If the two sections of drapes are pulled back all characters viewing the black statue behind it must save vs. paralyzation or be paralyzed for 1 - 6 turns (not rounds). Worshippers of Thanatos (and those wearing his brand) are immune. The two "c's" flanking the statue are a pair of adepts in the service of "The Dark One", 2nd level Clerics, Align: LE, Leather Armor and Shield, AC: 6, Damage: Mace for 1 - 6, HP: 7, 8, spells: *Cure Light Wounds (reverse)*. The 2 "e's" in the room are a pair of fighters in the service of the god. 2nd level fighters, Align: N, Platemail, AC: 3, Weapons: Spear for 1 - 6, and Broadsword for 1 - 8, HP: 13, 14.

The eyes of the statue are a pair of matched citrines worth 150 GP each.

21) **Outer Lair of the Wolverine**: This rough-carved room reeks of animal waste and a skunk-like odor. Any noise, movement, breathing, etc, in here will bring the giant wolverine, AC: 4, HD: 4 + 4, 3 attacks 2 - 5/2 - 5/2 - 8, + musk as per a skunk at rear opponents, HP: 26. The creature also attacks with a +4 hit probability.

Lying about the floor in this room are various Weapons (1 Broadsword, 3 Spears, a Light Crossbow and 10 Quarrels, a Hand Axe, and 2 Daggers), a Helmet (full head, closed) and two or three pieces of Platemail similar to that worn by the guards in Rooms 20 and 16. All the equipment is drenched in wolverine musk and is unusable until well washed and/or aired out for several days.

22) **The Lair of the Giant Wolverine**: This rough-carved chamber reeks so badly that any character entering it must make a saving throw vs. nausea (roll under constitution on a d20) or lose half his or her strength for 1 - 6 turns, effect immediate. The wolverine (see Room 21) will normally (95%) be in this chamber. There is absolutely nothing of value in here (unless one likes garbage, bones and wolverine stench). The concealed door in the west wall is quite visible if the huge pile of garbage (shaded area) is dug away.

23) **The Sacrificial Altar of The Dark One**: There is a 06% chance that a sacrificial ceremony will be going on here. If so, the following personae will be present: an 8th level Patriarch of "The Dark One", Align: LE, Armor: Chainmail, AC: 5, Weapon: Hammer, HP: 36, spells: *Protection from Good, Cause Light Wounds, Hold Person, Silence 15' Radius, Cure Serious Wounds, Sticks to Snakes, Dispel Good, Animate Dead, Speak with Dead, Finger of Death* (see *Gods and Worshippers*); two 4th level Vicars of "The Dark One", Align: LE, Armor: Leather, AC: 7, Weapon: Hammer, HP: 15, 20, spells: *Cure Light Wounds (x2), Hold Person.* Also in attendance are 10 various 0 level types of various ages and sexes who are serving as witnesses, trainees, body servants, etc. (level 0 characters attack as level ½ hit die creatures). Roll hit points (1 - 4) as needed for the 0 levels.

Guarding the ceremony will be an additional 8 fighters in Platemail, 1st level fighters, Align: N, Armor: Platemail, AC: 3, Weapon: Spear and Broadsword, HP: 3 (x2), 8 (x3), 6 (x2), 7. In addition there will be three bound victims who are about to be pushed into the abyss. The victims are naked. Two 0 level young women and a 1st level Elven fighter, HP: 7 (roll stats if necessary).

If there is no sacrificial ceremony in progress there will be 10 huge bats, AC: 4, HD: ½, HP: 4 (x3), 1 (x3), 2, 3 (x3), bite for 1 - 3, Move: 24". Any light in this area will disturb all the bats and they will attack anything that ventures past the pillars and out onto the bridge (24). Any fall from this area into the caverns below will do 5d6 of damage.

24) **Trapdoor**: This is a trap that will open on a d6 roll of 1 - 4 and then remain open until pulled shut again. It will drop victims to the pool below the rapids on the 2nd level (Room 31). The bridge is made of mortarred stone.

25) **Vault of the Cermonial Treasures**: This is the storage place of the cult of "The Dark One"'s holy relics, ceremonial trappings and other things of cultic and worldly value. The 4 "e's", in and outside of the room represent 2nd level fighters that are guarding the loot, Align: N, Armor: Platemail, AC: 3, Weapons: Spear for 1 - 6, Broadsword for 1 - 8, HP: 11, 12, 10, 8, 16, 13. If it appears that the fighting ability of the guards is near equal to any invaders, then the north west guard will pull a lever that will release the 1 black bear from Room 26 (see Room 26 for statistics) who will then join the fracas in 1 round, attacking anything not in the distinctive platemail of the guards.

The room is lit by four torches that flank chests on the north and south walls. Each chest is locked and has a *Curse* (as per the reverse of *Remove Curse*) that has an 8 turn duration. The *Curse* will unfailingly lower the strength of any non-Clerics of "The Dark One" who touch it to 3. This curse will apply only to the 1st character to actually physically touch either of the boxes or their contents, including touching with weapons or lock picks. The north box is empty except that a cloud of sleep gas will be released into the room (save vs. poison) which will put characters not saving to sleep for the number of turns equal to their constitution subtracted from 20. The south box contains the following: a jeweled Mace valued at 200 GP, an Iron Box containing 100 GP, a Leather Bag with five 10 GP Gems, a 200 GP Gem, and a 150 GP Gem. There is also a skull-shaped silver goblet set with gem chips valued at 50 GP and Platinum Box, intricately carved with ancient runes valued at 250 GP (the runes merely state that this box was crafted for his high excellence the King of

Thracia, Argos II). Inside the platinum box is a pair of glass beads that appear to be exact replica's of human eyes. If a character loses one or both of his or her eyes, they can be replaced with these magic eyes which will grant *Infravision* and on a 2 times per day basis, *X-ray Vision.*

26) **The Bear Lair**: In this rough-carved room resides a black bear, AC: 7, HD: 3 + 3, Damage: 1 - 3/ 1 - 3/1 - 6, Hugs for 2 - 8, HP: 24. This bear will attack any characters not in the guards' distinctive Platemail. The bars to its cave are raised and lowered by a lever in Room 25.

27A) **Jets of Flame**: This is the northern half of an immense hall that appears to have been cleft in half by a deep chasm that extends into the walls both east and west. Any character being so unlucky as to fall into this chasm will take 8d6 of damage as they fall 80'. There is a 10% chance that the floor within 1' of the edge will crumble away when weight is placed upon it. It will then require a saving throw on a d20 of under the character's Dexterity -2 to keep from falling in. The secret door in the north wall is disguised in the ornate panel work and can normally be discovered only on a roll of 1 on a d6. The room reeks of decaying flesh.

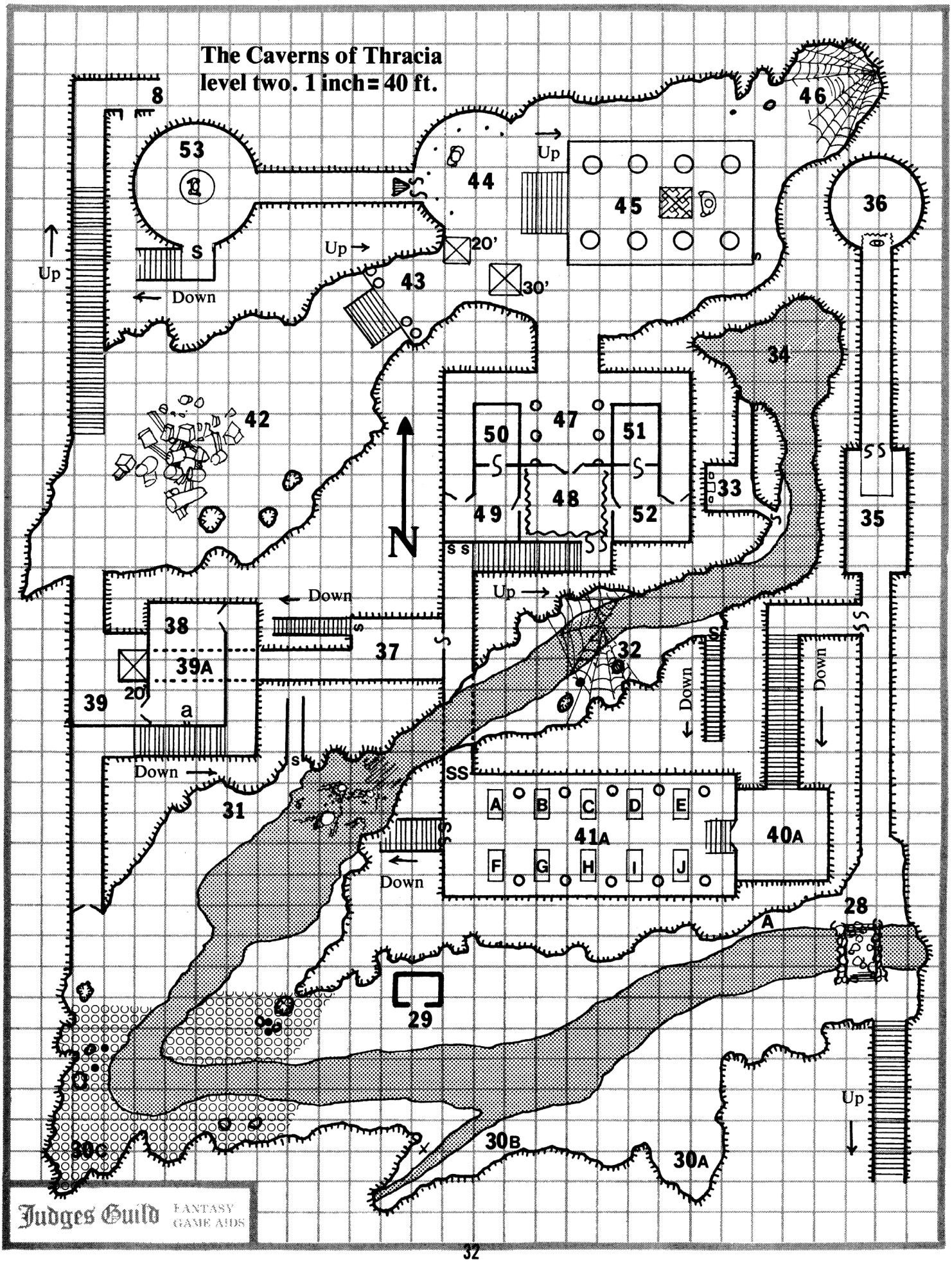
Passing between the two northernmost pillars will effect the following: A melee round later, flame will come spouting out of holes in the floor of the half circle area to the north (The holes are marked by dots on the map). Any character standing over these holes will take 1d6 of fire damage and any items on their person must save against normal fire. Any character remaining over a fire-spout will continue to take 1d6 of damage per round. After 3 rounds of flame (which leaves no smoke since it results from burning gas), a statue of a demon will appear to rise up out of the flames, all the while *Magic Mouth* spells set up a horrible, evil laughing. Flames pour out of the statue's mouth and its eyes glitter and sparkle for they are each a 300 GP gem. After 1 - 6 melee rounds the statue will begin to sink on its platform down to Room 53 on Level 2. After the head of the statue passes the floor level, 2' thick stone panels will seal the shaft closed and the fires will suddenly die out. The walls of the shaft itself are constructed of a slick, oily textured stone. The statue will work but once per week (it takes that long for the gas to recollect).

27B) **The Burial Crypt of the Cult of the Dark One**: The reek of decaying flesh permeates the air here and in 27A. For a further description of this room see above (27A). Lying in ordered rows are rank upon rank of corpses. Most are long decayed and in skeletal form, but many are still fairly fresh, not having been dead more than a few weeks (if you can call that fresh!). Lurking about and feeding on the cadavers is 1 carrion crawler, AC: 3, Move: 12", HD: 3 + 1, Damage: paralysis, 8 attacks, HP: 17. There is a 20% chance that the crawler will be hanging in the chasm. In one of the corpses is a clutch of 20 carrion crawler eggs. If the southernmost pair of columns is approached within 5' or if the columns are passed between or to either side, 1 - 4 skeletons will animate and begin to attack intruders. Each additional melee round 1 - 4 more skeletons will animate as long as there are living intruders to fight, up to a total of 400 skeletons. Skeletons, AC: 7, Move: 12", HD: 1, Damage: 1 - 6, HP: 3.

The "x" along the east wall represents a locked, stone chest. The chest is guarded by a magic trap that will do 2 - 12 points of electric damage to the first character to physically touch the box. The box contains personal possessions and valuables of the local patriarch of "The Dark One". Inside the chest is the following: A map that shows every room and secret passage in the holy of holies area of "The Dark One" (Rooms 14 through 27); a wooden box containing two 50 GP gems, a scroll written in ancient Thracian that tells of the sealed crypt of "The Dark One" (Rooms 9A through 13); and a begemmed statue of Athena, stolen from the palace of the Minotaur King long since, valued at 400 GP. The scroll that hints of the location of the crypt of Thanatos reads as follows:

"Dark God, Death's Head,
Sealed Forever in Ceaseless Mourning.
Captive and Kept From Service to Man,
Lost to Man is the Oracle Wise."

Level 2


The Caverns of Thracia
level two. 1 inch = 40 ft.
8
53
44
45
46
36
Up
Down
20'
30'
43
34
42
47
50
51
48
49
52
33
35
N
38
39A
39
20'
a
37
32
31
A
B
C
D
E
F
G
H
I
J
41A
40A
28
29
30B
30A
30C
Judges Guild
FANTASY GAME AIDS

28) **Bridge of the Giant Gnome**: Sitting on the stone bridge is what appears to be a small giant. Instead it is a giant Gnome named Grastic Hammerclay, AC: 6, HD: 5, Move: 12", Damage: 1 - 10, Weapon: Club and Spear, HP: 26. Hammerclay is a freak and was driven from his people years ago. He is severely disturbed and intensely paranoid. He is referred to by theTribesmen (the worshippers of The Dark One) as "The Old Man of the Bridge". The Gnome survives on snared Stirges and crayfish. He would really appreciate being given some real food and would let a party of adventurers pass by him unscathed for a weeks worth of rations. If attacked he can also function as a 4th level Illusionist (see **Strategic Review**, Vol. 1, No. 4) using the following spells: *Phantasmal Forces, Phantasmal Forces, Hypnotism, and Hypnotic Pattern*. In a sack near the wall the Gnome giant has 89 GP, 68 SP, 221 CP, a small gem worth 30 GP, and a large, rusty iron key (see below). He is willing to trade some of his "pretties" for more food. If wounded more than 50%, the Gnome will fling himself into the river and hide under the bridge. If his location is investigated he will whimper out "Go away!" "Leave me alone." or "Everybody hates me." The large, rusty, iron key in Grastic's treasure bag is actually a master key to the cell doors in Rooms 103, 104 and Room 105 A, B, and C.

The passageway leading to the north out of this area is smoothly carved and the floor is inlaid with polished marble tiles.

28A) **Slippery Edge**: This is a narrow ledge leading along the river's edge. At the location of the "A" the floor is extremely slippery, due to water flowing down and across the ledge. If special precautions are not taken, such as roping characters together or driving spikes into the walls, it is possible that the unlucky may plunge into the dark river. Each character passing over the slippery point must roll under their Dexterity -3 on a d20 or fall in the river. Note: On a roll of 20, even special precautions will not prevent falling in. The river is 15 feet deep and has a current of 10 feet per second. Under the surface of the water are jagged rocks and boulders. If characters do fall in, they will be swept downstream to fetch up against a rocky ledge. The trip downstream will inflict 1d8 of damage unless the character can roll under his Dexterity on a d20. If the roll is made only 1d4 of damage will occur. Slipping into the water but being held by rope will only inflict 1 point of damage on a roll of 1 or 2 on 1d6.

29) **Dead Halflings**: This is a run down cottage, constructed of fieldstone and roofed with straw thatch, now moldy and rotting in the high humidity. The floor of the cavern at this point is deeply covered with sand. Thrust into the sand in front of the cottage is a crude Spear. Mounted on the protruding shaft of the Spear is the clean skull of a Lizard Man. Various arcane, but crude symbols are painted on the brow of the skull. It is obviously a warning of some kind. To the Lizard Men who dwell throughout the caverns, this place is taboo. If they discover that it has been tampered with or entered, look out! It's holy war with every Lizard Man fighting at a +1 hit probability to the death (they think it is some how connected with their ancestors). Inside the cottage (which is slightly ransacked and contains evidence that the worshippers of Thanatos were responsible), is a cot and a table and chair. On the cot is the dessicated corpes of a Halfling in long, tattered robes. Lying on the chest of the skeleton is an open scroll. The scroll (written in ancient Thracian, uncomprehensible without *Read Languages* spell, and only a 30% chance of being read by any character with a natural read languages ability), tells of the wonders of King Agamemno's palace and the wonderful gardens that surround it deep within the earth. Various passages will refer to the "Beast Men" who serve the King and of the living trees. On the table is a wax candle that once lit, will act as a *Continual Light* spell until extinguished. It may only be re-lit 6 times. A gust of wind has a 10% chance of dousing the light. Around the neck of the corpse is a fish-shaped silver medallion (value 69 GP) that if taken from the cottage will attract 1 - 3 berserk Lizard Men each round on a d6 roll of 4 - 6. AC: 5, HD: 2+ 1, Move: 6/12, Damage: 1 - 2/1 - 2/1 - 8, HP: Roll as necessary.

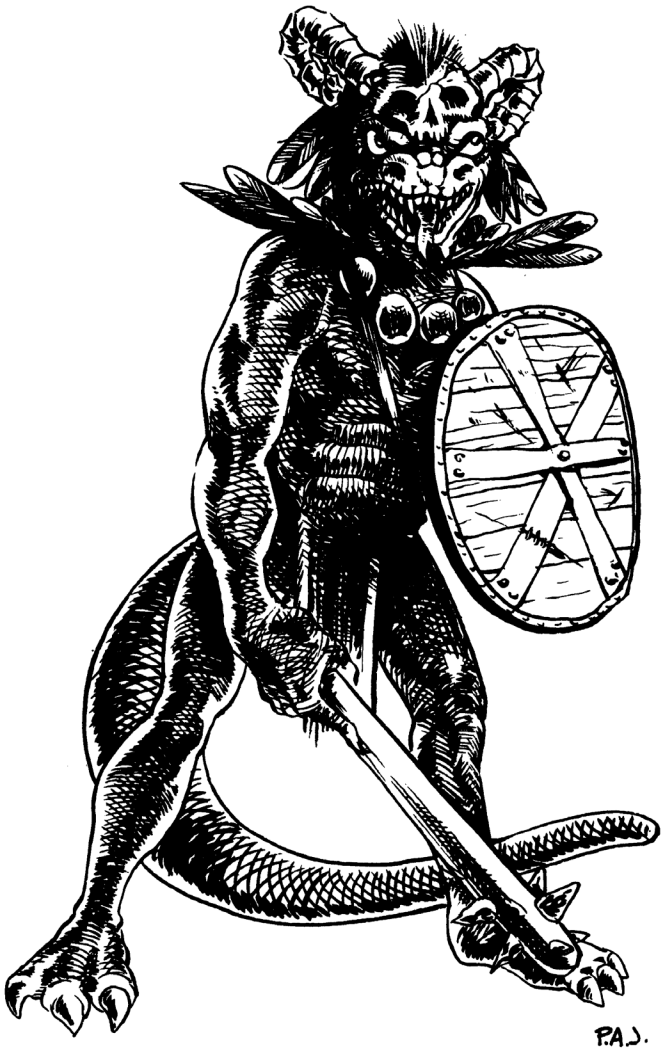
30A) **Stirge Strike**: This area is a natural indentation into the cavern wall. Possibly at some distant time in the past a tributary to the main river may have flowed from this point. Now, however, the niche is occupied by the shards and fragments of several ornate columns and a shattered statue to some now indistinguishable god. Any in-depth search of the area will reveal scattered, half-buried human bones and 1 or 2 weapons (a heavily tarnished and dull Bronze Sword and a Stone Mace). It is doubtful

that this search will be made since the niche is also the dwelling place of a colony of 10 Stirges, AC: 7, Move: 18", HD: 1, Damage: 1 - 3 + Blood Drain of 1 - 4 points each round thereafter up to a maximum of 12 points, HP: 2 (x2), 6, 7 (x2), 8, 4, 1, 5, 3. The Stirges will be well hidden in the rock formations, giving them a 1 - 4 chance of a d6 of surprising the unwary.

30B) **Shallow Stream**: This is a shallow flow of water coming out of the rock wall. It is approximately 5' wide but only inches deep. Lying about the stream are the long-dead bodies of 3 Tribesmen. One appears to have been crushed to death. Strewn about them are 2 Spears and a Shield. In a pouch on the crushed man's body is a soft leather cloth containing four 20 GP turquoise gem stones folded carefully in it. One of the other dead men has a Bronze Dagger with a magic looking rune carved on it (a good luck charm and nothing else). The small "x" located on the west bank of the streamlet marks the location of a Piercer, AC: 3, Move: 1", HD: 2, Damage: 2 - 12, HP: 11. It will drop from the ceiling on any creature passing below it. The Piercer appears as a 3' long stalactite. It is assisted by a pair of Stirges, AC: 7, Move: 18", HD: 1, Damage: 1 - 3 + Blood Drain of 1 - 4 points up to 12 each round thereafter, HP: 1, 5. Again, the Stirges are well hidden, allowing them to attack with surprise on a d6 roll of 1 - 4.

30C) **Lair of the Falling Stalactites**: You will not find the circle pattern in this area on the map key. It indicates the possible locations for a group of Piercers. The black dots mark the location of 4 of the creatures. The remaining 7 should be randomly located by the referee and marked upon the map as to size and placement. 11 Piercers, AC: 3, Move: 1", HD: 1 to 4, Damage: Variable (see below), HP: (by size of hit dice with damage following), 1 HD: 5 (x3), Damage: 1 - 6; 3 HD: 6, 18 (x2), 8, 12, Damage: 3 - 18; 4 HD: 21 (x2), Damage: 4 - 24. Location of Piercers as marked on map: West Bank: 1 HD and 3 HD; East Bank: 1 HD and 4 HD. The Lizard Men usually pass through this area in the water and avoid any problems with the hanging menaces.

31) **The Lizard Encampment**: The west bank of the cavern at this point is the lair of a small tribe of Lizard Men, numbering 15 (there are other members of this tribe but they are not present and are elsewhere in the caverns). This tribe owes it fealty to the Minotaur King. They are presided over by a religious leader, a Shamen, who operates as a 4th level Cleric. He can whip the Lizard Men up to a battle-frenzy (60% chance) giving the creatures +1 hit probability. If he is killed, the Lizard Men will either (1 - 25%) run in terror, (26 - 60%) continue to fight normally, (61 - 85%) continue to fight in battle frenzy at +1 hit probability, or (86 - 00%) go into berserker rage that will cause them to fight at +2 hit probability and damage and also add half again the number of their hit points to their total since they are fighting



G'ruk: Shaman of the Lizardmen

without regards to pain (lowers AC by 3 when fighting as berserker). Lizard Shaman (G'ruk the Fish-finder), AC: 4, Armor: Skin and Shield, Move 6"/12" (swimming), HD: 4, Damage: Mace 1 - 8, spells: *Cause Light Wounds, Cause Fear, Hold Person*. On his person the Shaman has a satchel that contains a Potion of Undead Control, 18 GP, 4 Sacred Rocks (useless), a mummified Human Hand, 6 Teeth of various Creatures, 4 Bags of various Powders (1 is alum, 2 and 3 are useless, 4 is a poison dust that is -1 on saving throw. Failure to save means death while a save indicates taking 1 - 8 points of damage. This is verulent poison! It may be inhaled since the full bag of dust will form a 10' x 10' x 10' cloud, mixed with water and taken internally for up to 5 dosages or smeared on weapons as a paste, 2 applications), a Set of 20 Divining Sticks, 5 or 6 Strips of dried Human Flesh and a Human Jawbone. As a last resort, the Shaman will cast the poison dust as a missile weapon creating a cloud of dust (see above) when it hits. There is a 10% chance that the bag will not burst on impact. The magic potion was obtained from the treasure trove in Room 33. About 5 Lizard Braves died obtaining this one bottle. Since then the Shaman has learned of the legend that requires human blood to obtain the treasure. "Cast the blood of man upon the troubled waters." (False) is how the phrase goes. The Shaman has been waiting for a living human to come his way for some time (the Lizard Men usually only bring back pieces). G'ruk knows of a secret door in the north wall and has a secret Lair in Room 53 H.

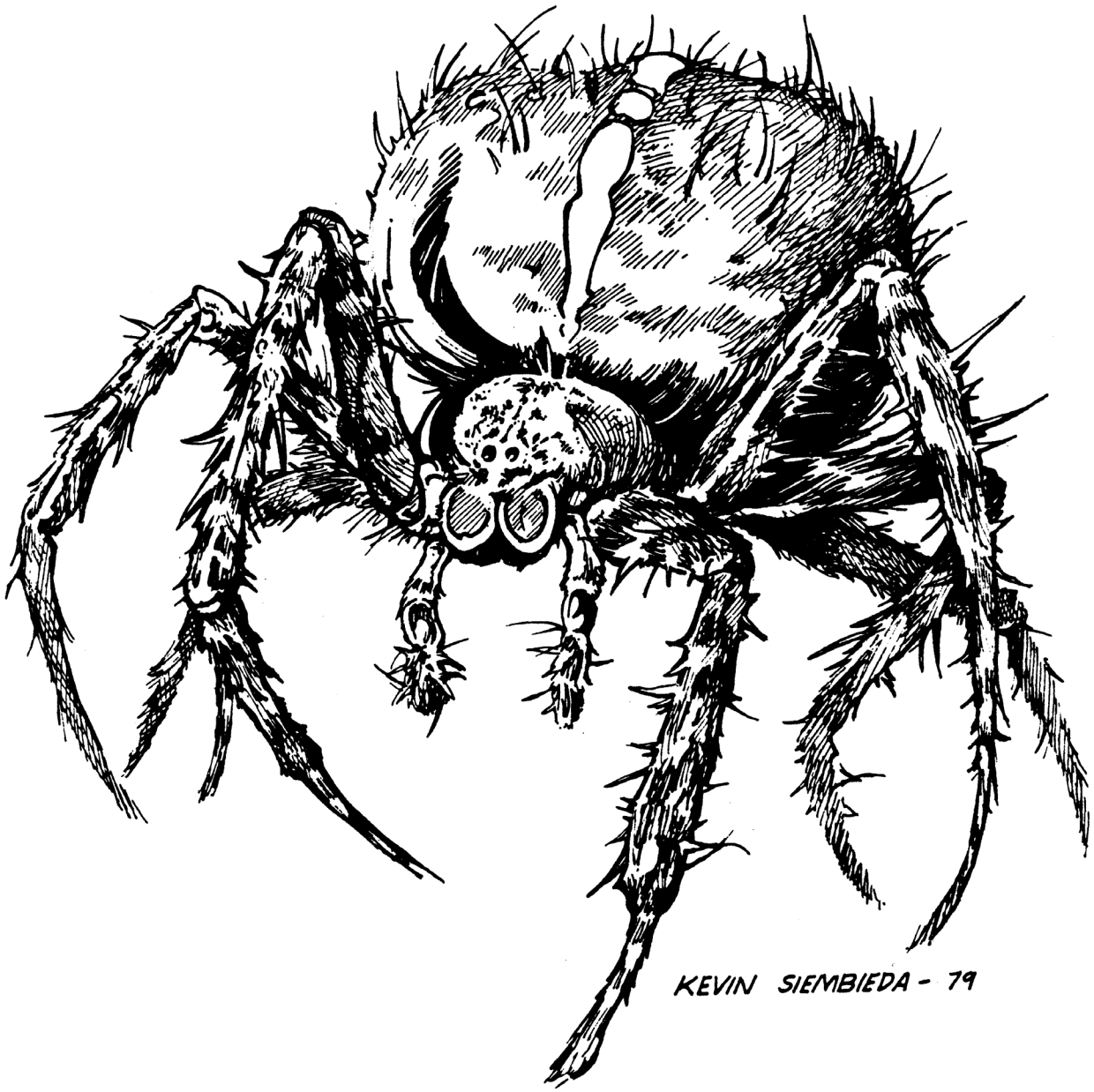
The composition of the rest of the Lizard Band will be as follows: 5 mercenary warriors on leave from the Minotaur's guard, AC: 4, Armor: Skin and Shield, Move: 6"/12" (swimming), HD: 2 + 1, Weapons: Club, Damage: 1 - 8, 4 Darts, Damage: 1 - 4, HP: 12, 8, 15 (x2), 14. These Lizard Men will not turn and run if the Shaman is killed, as they are trained for battle. The 12 hit point Lizard Man has a key to the north door. If any of the humans are captured, there is a 10% chance that one of these Lizard Men will suggest taking one or more captives to the palace of the Minotaur King.

The remaining 9 Lizard Men will be mixed male and female (no difference in statistics), AC: 5, Move: 6"/12" (swimming), HD: 2 + 1, Weapon: claw/claw/bite, Damage: 1 - 3/1 - 3/1 - 8. These are standard issue savage Lizard Men without weapons or extra armor. When encountered for the first time they will be devouring the corpses of several dismembered Tribesmen. There will be 1 - 4 Lizard Men in the water who will be invisible to anyone not looking for them. These Lizard Men will wait until an opportune moment to attack.

The doors to the passage leading north are of heavy oak, covered with moss and bound with weathered bronze. The doors are locked and one of the Lizard mercenaries (see above) has the key.

32) **Spiderweb (And Spider!)**: At this point in the cavern (see map), passage is blocked by an immense spiderweb that is connected to all the walls, ceiling and floor. So dense is it woven that it would take a full turn of chopping to create a single, mansized passage through it. The web will also snare any item floating on the surface of the river. Any creature with 18 or greater strength can break free, if entrapped, in 1 melee round, a 17 strength requires 2 melee rounds, etc. Hidden in a shadowy niche in the cavern ceiling is the giant spider, AC: 4, Move: 3"/12" (in web), HD: 4 + 4, Weapon: Bite, Damage: 2 - 8 + poison, save or die. Near the spider and visible from the cavern floor is a large leathery sack of spider silk containing her foul offspring. Unless cut open, there is a 05% chance that the egg sack will burst open, unleashing a torrent of mouse and rat-sized baby spiders. Most of the youngsters will busy themselves with eating each other, but 10 - 100 will attack something else, adventurers most likely. Each baby spider has 1 - 2 hit points and is AC: 7. They will attack visciously as 1 - 1 hit die creatures and do 1 point of damage + inject a small dose of poison. Each time a character is bitten by one of these little creatures, a save vs. poison must be made. However, due to their small size, the character may take half his constitution and subtract it from the number needed to save. He then must roll over that number or die (probably from an allergic reaction). Each additional time that a character is bitten, the roll must be made, except that the number needed to save increases by one point each time and may even become greater than the original base number if a character is bitten and saves often enough.

One may well ask what a giant spider's lair is doing so close to the lair of the Lizard Men. Well, it's more a case of mutual toleration than anything else. The Lizard Men feed the spider an occasional living Tribesman, and the spider lets them pass beneath her web without interference.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33) **A Seemingly Abandoned Treasure Vault**: This is a dark little vault carved into the stone. The walls are painted with images of huge fanged mouths. It appears that the vault has been entered recently and the dust that has settled on the floor over the ages has been disturbed. There are dark stains along the floor in the hall leading to the north out of the room. The north hall is also slightly damp. The constant gurgling of water can be heard from Room 34. In the vault itself are 3 boxes, 1 large and 2 small. The small box on the right of the large box is open and empty (both small boxes are approximately the same size as shoe boxes). The small box on the left and the large box are both locked and sealed with wax seals. In the small box is a Potion of Invisibility and a +1 Dagger with a solid Garnet hilt and an apparent jewelry value of 1200 GP. The box is protected or more correctly "haunted" by a spectral, disembodied mouthful of sharp teeth. The mouth will bite any hand that is thrust into the box (it is invisible) and then appear for 3 melee rounds, darting in and about biting at will. If not destroyed in the initial encounter the creature will disappear, to reappear 5 - 10 rounds later. It will gain 4 hit points each time it disappears and instead of biting for 1 - 4 points of damage it will bite for 1 - 6. Then, when it appears a third time (with an additional 4 hit points), it will bite for 1 - 8 points of damage and so on. It will continue to attack in this fashion (appearing every 5 - 10 turns and attacking for 1 - 3 melee rounds, then disappearing for another 5 - 10 rounds) until it is destroyed or the treasure it was guarding is discarded.

Disembodied Mouth: AC: 0, Move: 24, HD: Variable, but starts at 3, then goes up 1 each time it reappears, Weapon: Bite, Damage: Variable, starts at 1 - 4, but each time it reappears it goes to the next larger dice size. Once d20 is reached the next attack will be at 1d20 + 1d4, and so on, HP: Variable, but starts at 8 hit points and goes up by 4 hit points each time it reappears.

The Disembodied Mouth is an enchanted creature and may be defended against with *Protection from Evil*. A *Dispel Magic* spell will destroy it, however, it is allowed a saving throw. It can not be *charmed* or *slept*. The creature will attack the first time for three melee rounds and then disappear for 5 - 10 turns, reappearing and attacking for 1 - 3 melee rounds then disappear again and so on. If not destroyed soon, it gets very nasty, very quickly.

The large box is protected in a similar fashion to the small box on its left. It contains a disembodied mouth which will attack in exactly the same fashion as the one in the smaller container. The large box is approximately 3' square and 2' tall. It contains 10 bags with 100 GP each (1000 GP total), a +1 Shield that is decorated with a silver and platinum tracery and studded with 70 carnelians. It has an apparent jewelry value of 170 GP. However this will be reduced by 100 GP each time it is used in melee. There is a non-intelligent +1 Sword and Sheath; a 50 GP silver Mirror; a 900 GP iron Axe, studded with green glass and jade; a 140 GP gold Brooch; and a 100 GP Anklet of solid obsidian with intricate designs inlaid into it in an unknown alloy and electrum.

At this point, most adventurers are ready to relax, having obtained the treasure, however, they have not yet tangled with the real guardian beast (see Room 34). 2 - 7 melee rounds after the large chest is opened, 1 - 2 armored tentacles will come snaking in through the north corridor and begin to attack.

34) **Great Grasping Guardians**: Usually dormant, this creature lies beneath the bubbling waters which are the source of the river. If the treasure in Room 33 is disturbed (see above) then it will begin to attack by sending **The Guardian Beast**, AC: 3, Move: 18", HD: 6, Weapon: Tentacles, Damage: 1 - 8, HP: See Below. The guardian is a variation on the octopus theme. The creature has 6 tentacles, all armored and 50' long. The body of the beast takes 30 hit points and each tentacle takes 20. Tentacles hits may be regenerated at a rate of 3 points per turn if the wounded appendage is withdrawn from combat. Hits to the body can not be regenerated. A single blow of 10+ points of damage will sever that tentacle entirely and it will be immediately withdrawn from melee and will not be used for at least 15 rounds. When a tentacle has taken 20 points of damage it will by automatically withdrawn from the fracas. The body of the creature is always submerged beneath the water. It sees by using the eyes on the ends of its appendages. Blinking an eye does not blind that appendage, but blinding all eyes will functionally blind the beast. The creature attacks by using its crushing tentacles to wrap around victims and crush them to death. Once a victim is latched onto the creature gains an automatic hit of 1 - 8 on subsequent rounds until the victim is freed by destroying the tentacle. To complicate matters, the victim will be dragged at a rate of 20' per round toward the water. A victim may survive underwater without breathing a number of melee rounds equal to his constitution divided by 4 (drop fractions). At that point he or she suffers death by drowning. Also remember

that non-magical armor is incredibly heavy in the water. There is a 50% chance that a victim entrapped by the guardian beast will have his Sword or weapon arm impaired and will be unable to escape unaided. If the creature is slain, it will rise to the surface and slowly float downstream to be trapped in the spider's web (if it still exists). The creature has a single eye that is formed of a huge jelly-like gem stone that will dry and harden and shrink into a 3000 GP diamond.

The bubbling pool that is the source of the river is very, very deep. The water rises up through a pipe or shaft that extends far into the depths of the earth. It can not be traversed by swimming. Up through it, come the escape pods from Level 3 (see Room 117).

35) **Hall of the Sphinx**: The hall leading north between area 28 and Room 35 has an inlaid marble floor of pearly gray stone. The walls are constructed of panels of marble. Each panel is 5' wide and 15' tall. In the center of each panel and about 5' off the ground is a Human skull that is set into the stone. The hall is illumed in dim green light that seems to emmanate from the eyes of the skulls. If any of the skulls are touched, a low chuckling laughter can be heard (*Magic Mouth*). The secret door on the west wall is disguised as a normal section of wall. To open the door, both skulls on the door panels must be pressed simultaneously. There is a 40% chance that either skull will try to bite the hand that is touching it (as 1 hit die monster) for 1 - 2 points of damage. Again the low, chuckling laughter will be audible.

From the hallway, Room 35 appears to be dark and empty. The only distinguishing feature will be the 7' high, 10' x 15' pedestle at the north end of the chamber. The ceiling in this room is 40' high and barrel (circular) vaulted. The walls appear blank. Once the room is entered, the situation changes. A near-blinding column of golden light is shining directly down on the pedestle. None of the light directly touches anthing but the pedestle, but it serves to sufficiently illume the remainder of the room. The walls are decorated with ornate fresco paintings (painted plaster) showing the activities of some unknown gods and heroes. Lying upon the pedestle is a large sphinx, who has obviously been aware of and watching any intruders for quite some time. Sphinx (named Ontussa): AC: -1, Move: 15"/24", HD: 8, Weapons: 2 claws, Damage: 2 - 8/2 - 8, HP: 47, Align: N, Spells (each usable once per day): *Detect Magic, Read Magic, Read Languages, Detect Invisible, Locate Object, Dispel Magic, Clairaudience, Clairvoyance, Remove Curse, Legend Lore*. This sphinx is also a Sage, average in 3 categories (65% chance of answering a question correctly). Whether she is right or not she will provide an answer. Being neutral, she is not in the pay of the Minotaur King. However, she does require that a fee be paid her, even if she does not answer a question. Minimum fee for a question is 100 GP. Minimum fee for entering the room is 10 GP per person. If either fee is not paid she will activate the doors which block the passage to the south and must be treated as *Wizard Locked* doors. The golden light acts as a magic absorbing field also providing *Protection from normal Missiles* and serving to douse all natural fires. If the sphinx is killed by adventurers, she will lay a *Curse* on them with her dying breath that will lower one randomly determined ability (Strength, Intelligence, Wisdom, etc.) by 1 point. This lowering will be permanent and only rectifiable by a *Remove Curse*. Upon the death of the sphinx, the secret doors, up til now invisible (not by spell) will appear. They are locked and at -5% on opening by thieves. The death of the sphinx will not open the south doors. They will remain closed until the sphinx wills them to open or until her blood is smeared upon them.

36) **Intriguing Treasures and Deep Shafts**: The hall leading to this room from Room 35 is normally lit with a magical green light. However, if the sphinx has been killed to obtain passage to this hall, then the walls will glow with a throbbing red light instead of the normal cool green. At the northern end of the hall is a statue of a lion-headed man with glowing orange eyes. He is flanked by red curtains on his left and right and to his rear. If the secret doors from Room 35 are passed through, and the hall entered by more than 10', he will come to life. The lion man is 9' tall, AC: 3, Move: 12", HD: 5, Weapon: Mace, Damage: 2 - 12, HP: 32. Lodged in the chest of the statue creature is a 500 GP gem. If the walls glow green, then the gem merely makes him half immune to edged weapons allowing him to take only half damage from all cuts and thrusts. If the walls glow red, then he has the above ability plus, wherever he walks, the ground, be it stone or earth, in a 5' radius, around him turns to 2' deep mud for 2 melee rounds. The lion man can walk on top of the mud like it was solid earth. This creature is intelligent, but it will also fight to the death. It does not wish to preserve its life so much as it desires to protect that which lies beyond the curtains. If the gem in his chest (a 500 GP diamond) is removed or destroyed it loses all magic powers except that it will allow the bearer a +1 on all saving throws.

If the curtains to Room 36 touch living flesh (not armor or clothing) they will immediately adhere to it (no saving throw) and cannot be removed except by *Dispel Magic*. The curtains may be pulled down but they can not be physically affected (cut, burned, torn, etc.) until the *Dispel Magic* has been cast. There are 3 sections of drapery (east, west and north) and each one will adhere to any living flesh until a *Dispel Magic* has been cast upon it. The height of the curtains is 15'. The width of the side curtains is 8' and the back curtain is 16' wide (specifics are gone into here because someone is certainly going to figure out that these things can be used as weapons or traps).

This is the treasure room of the sphinx. It is lit by dim, amber light. The two most immediately obvious features of the circular room are two holes. One is 10' wide and located in the exact center of the room. It is circular and 120' deep. This smooth-walled shaft leads down to Room 118 on Level 3 A. If a character has bare hands and feet, they will act like suction pads and he may climb down as a thief of the same level. The shaft itself is 70' long with a final drop of 30'. The second hole is circular and 6' in diameter. It is positioned on the north wall of the room. It is 3' from the floor to the bottom edge of the hole. In reality this hole is a portable hole.

In plain sight at the back of the portable hole is a large wooden box. It appears to be attached to the back wall of the hole. This is because there is a gravity orientation in the hole and that no matter which direction the hole faces, the bottom is "down". So strong is this gravitational pull, that anything passing within 5' of the hole opening (directly "over" it only) will be drawn into it as if he were falling (for 1d6 + 1 points of falling damage, save vs. magic applicable). A character with below average strength (or less) will be unable to climb out of the hole unaided by rope or friends. Inside the box are the following: 4000 GP in 100 GP ingots and 2000 SP in coin, an ornate Stone Axe worth 150 GP, a 300 GP Ring of electrum and a 1200 GP heavy platinum Chain. Also a Helm of Telepathy. The box itself is locked. Smashing the lock will fracture the Helm, making it worthless.

37) **Frost Vault**: This room is in a section of the caverns that has not been rediscovered or opened in at least a millenium (1000 years). If approached from the east hall, the door seems to be a part of the blank, stone wall. However, if the wall is felt, the 5' section that is the door will be 20 to 30 degrees (Fahrenheit) colder than the rest of the wall. Each character feeling the wall or touching the wall at that particular point must save against magic or lose 1 energy level. The door is actually a living creature of some foul kind and it has not eaten for a long, long time. The door creature is AC: 2, HD: 4, Damage: Touch Drains One Life Level, HP: 22. It is of the chaotic evil alignment. After the second melee round when it is touched or attacked, the door will start spewing forth a frosty vapor from beneath it that will *charm* any living creature touched by it at +2 saving throw. The charmed creature will then seek to embrace the door until it or the door is destroyed. The vapor cloud will travel at the rate of 10' per melee round up to a distance of 40' in any direction. The vapor, being intensely cold, will negate any *infravision* into or out of its area of effect.

In Room 37 itself, the door creature is invisible or at least appears to be a part of the wall. The room is thickly coated in a layer of frost and snow is 1 - 2' deep about the room and also 10 - 20' up into hallway 39A. Lying frozen on the floor are two bodies. One is a man and the other a woman. They are Thracian fighters. Both are dressed in body-fitting Platemail of odd design and wear plumed helmets. The man is dead, but if the female is taken from the room she will revive. Since she speaks ancient Thracian, of which there is no known surviving tongue (as far as the character's may know). The language of the Tribesmen is a form of ancient Thracian. A Tribesman would be able to basically understand what the fighting woman is saying and vice versa. If the adventurers use a Tribesman interpreter to talk with this woman the following may result:

Determine the intelligence of the interpreter and subtract the score from 14 (a positive remainder indicates a greater difficulty in understanding the language, whereas a negative remainder would indicate an ease of translation). Then, go to the chart below and roll each time a verbal interchange is made between the Tribesman interpreter and the Thracian fighting woman, adding the remainder to the die roll of a d20. Based on the die roll, the referee may determine the outcome of a given conversation.

Interpretation Chart
Roll on a d20

01 - 09	Correct Interpretation, message clear.
10 - 13	Vague Interpretation, message or part of message unclear.
14 - 15	Opposite meaning than intended is recieved.
16	Message comes across as an insult.
17 - 20	Total message is incomprehensible, nothing understood.

Epicaste, Fighting Woman, Align: Lawful Good, Level 3, AC: -2, HD: 3, Armor: +1 magic Plate Armor and non-magic Shield, Weapon: Longsword, HP: 21, STR: 14, INT: 14, WIS: 10, DEX: 17, CON: 16, CHR: 13. Epicaste is a fighting woman in the service of her King, Agamemnos, who has been dead for at least 1100 years. The last thing that she remembers is coming down into this room via the trap door in Room 39 with 3 other soldiers. She and Danaus (the dead man) must have been affected by something in the room. She will vaguely remember a cold mist. Danaus can be found lying in front of the door creature. Epicaste will say that the reason they were down here was that they were investigating the possible hiding places where the Beast Men could be headquartering. There are rumors that they are planning an uprise (unless it is made clear to her that over a millenium has passed since she and her companion were overcome, Epicaste will be adamant that only hours could have gone by since she lost consciousness. Epicaste will know her way through the northern part of the 2nd level (Rooms 31, 38, 39, 39A, 42 - 47), Rooms 1 - 8 of the 1st level, the north wing of the palace on the 3rd level and all of the dungeon on the 4th level. However, she will not know of their present occupants and she will not know of any secret doors (past or present). If any character can speak in the Gnollic tongue (Beast Men), Epicaste may communicate with them as per the interpreting chart. To see if the intent or meaning of a phrase is understood, follow the direction for the chart, the person trying to understand the phrase operating as the interpreter. If no adventurer speaks Thracian, the language of the Tribesmen, or Gnollic, then communication will be possible only via hand signals or a variation of *Read Languages* (Epicaste is 65% capable of writing legibly in her own tongue).

Epicaste's armor will not fit a male character nor will it fit a character taller or shorter than the 5' 2" to 5' 5" height range.

Danaus' armor is not magic but it will fit any character of 13 - 16 Strength and 5' 6" to 5' 9" tall.

38) **Gnoll Guardpost**: Barracked in this room are 8 Gnoll warriors (one will not be in the room for he is standing guard in Room 39). The Gnolls: AC: 5, Move: 9", HD: 2, Weapon and HP: See Below.

Grotch (leader): Two-handed Sword, HP: 15; 9 SP, 7 GP.

Vredd (2nd in command): Two-handed Sword, HP: 15; 6 SP, 8 GP.

Gnoll 1: Morning Star, HP: 8; 7 SP, 5 GP.

Gnoll 2: Two-handed Sword, HP: 12; 2 SP, 4 GP.

Gnoll 3: Battle Axe, HP: 11; 7 SP, 5 GP.

Gnoll 4: Longbow and Battle Axe, HP: 12; 10 SP, 2 GP.

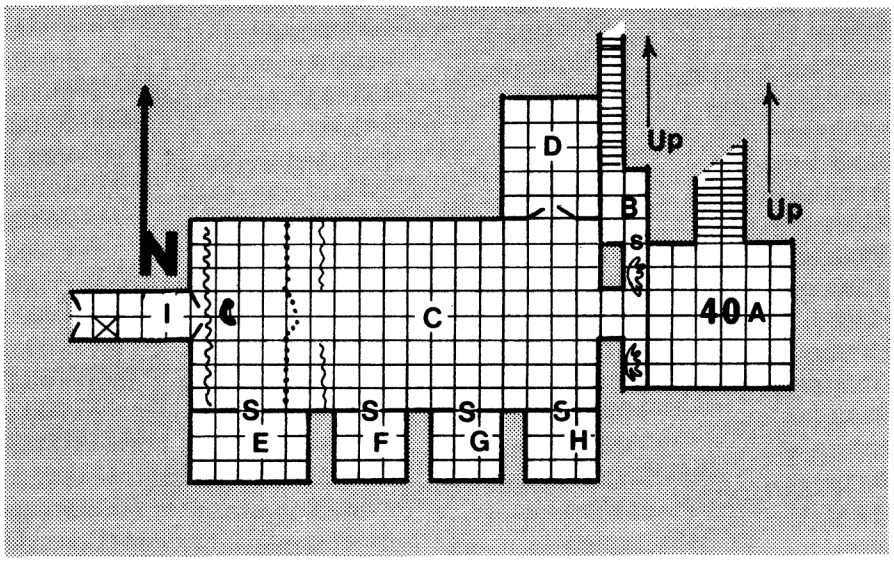
Gnoll 5: Two-handed Sword, HP: 5; 4 SP, 6 GP.

Human slave named **Grassus** (Tribesman): AC: 9, HD: 1, HP: 2.

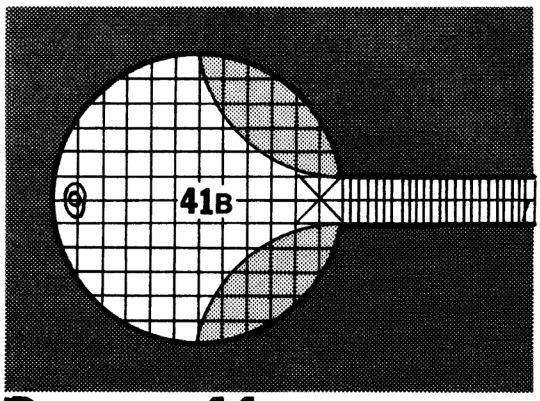
The room is filthy with offal, food scraps, bits of armor, scraps of leather, broken weapons (useless), discarded boxes, broken furniture, shreds of cloth, various nameless disgusting pieces of assorted garbage and a motley collection of disconnected bones. The human slave will be of no assistance to adventurers in combat, since he is rather dull-witted and scared of his masters. He was captured by the Gnolls as a child from his home village almost 30 years ago and speaks only the Gnollic tongue.

The letter "a" in the room represents a spy-hole in the wall looking in on the stairwell. There is a 75% probability that one of the Gnolls will be at this viewport and will see any movement along the stair, thus alerting the rest of the guardpost. The reason for the existance of this post is to keep an eye on the Lizard Men, who are basically trustworthy but somewhat unpredictable due to the presence of the Shaman G'ruk.

If necessary, both doors in this room can be bolted with a heavy oaken bar from the inside.



Room Complex 40A-I



Room 41B

39) **A Lone Guard**: Standing before the double doors to Room 38 is a single Gnoll guard, AC: 5, Move: 9, HD: 2, Weapon: Sword, HP: 9. He is standing in one of the few places in the room that is not covered with heaps of garbage (some of the garbage piles are 1000 years old!). The floor itself is covered with at least a full foot of ancient compressed garbage. If the floor is sounded for hollow spaces, the 10' square trap door marked by the large "x" on the floor will be evident. However, the large pile of garbage that covers that area must first be moved. There will be nothing of value in the garbage heaps. Reward any characters who diligently search the piles though with 1 - 6 SP and 1 - 10 CP.

39A) **A Chillsome Hall**: It is a 20' drop from Room 39 to the level of this hallway. The hall itself is much colder than the rest of the dungeon since it leads into the frozen Room 37. The last 10 to 20' of the hall going east are covered with 1 - 2' of snowy frost. Where the walls are not covered by frost, very archaic almost crude wall paintings will be evident. They were created by the people who first discovered the caverns and dug much of the crypts in this area. The more advanced civilization that created King Agamemnos' underground palace developed out of this culture. The statuary in Room 41 will show the signs of being from the same period.

40A) **A Chamber of Skeletons**: The secret doors in the hall leading to Room 35 open up on a short hall ending in a set of roughly carved stairs leading further in to the depths of the earth. The room they enter has a ceiling 35' in height. The blank stone walls are lined with human skeletons. Each 5' section of wall contains 1 skeleton (total of 20): AC: 7, Move: 6", HD: 1, Damage: 1 - 6, HP: 4. The eyes of the skeletons glow with an eerie orange light.

A special note about the stair leading down to this room. The stairwell is filled with the ancient, but still strong, webs of a long dead giant spider, whose husk can still be found about 30' down the stair. Passage down the stair can only be effected by somehow removing the webs. Fire is the simplest method.

The west wall of the room contains a locked, 10' wide door on the floor level and also another locked 10' wide door 20' above the floor (which goes to 40 C). However this upper door is *Illusioned* to appear as blank wall. This door has a 5' wide ledge in front of it that runs the width of the room. Flanking the door on the left and right are a pair of stone gargoyles. These statues can not be chipped, broken or knocked out of place. The north wall of the ledge is a secret doo (to 40 B). (Room 40 and 41 are split level on level 2.)

The doors on the lower level are magicked so that anyone attempting to open them will be bitten by a variation of the *Magic Mouth* spell. Instead of an illusionary mouth appearing and speaking, a mouth filled with very sharp teeth will appear at the exact location that is being touched by the opener and bite for 1 - 4 points of damage (saving throw vs. magic applicable). This will occur a total of 4 times. *Dispel Magic* will remove the mouth permanently.

40B) **Guardian of Singular Combat**: The single fighting man in this room will never be surprised. He appears to be garbed from head to toe in cunningly crafted Platemail. His face is hidden by a visor. The guardian is armed with Sword and Shield. He will fight at a minimum level of 4th or as a fighter 2 levels higher than his opponent. Guardian: AC: 2, Move: 9", HD: 4+, Damage: 1 - 8, HP: 25. The guardian will mentally say to any who enter: "I am the guardian. To pass me, I must be defeated and destroyed. Choose your champion." The guardian will not attack until a single champion has been determined from intruding adventurers. If he is attacked enmasse, then the first adventurer to cross swords with him or hit him with a spell (or join combat in any manner) will be his opponent. At that point he is impervious to all attacks or attempts at hindrace by any other being. Any further attempt at touching or attacking the guardian will pass through him as if he were smoke or immaterial. The same will go for his opponent. Once locked in combat with the guardian, it is to the death. If the guardian is defeated by the adventurer, he then collapses into a pile of jumbled and rusting armor. His sword, however, remains bright and shiny since it will now function as a +1 magic blade. If the adventurer half the hit points he has lost and make the challenge again (see above). If at any point, the adventurers leave the room without defeating the guardian, the guardian will immediately regain all lost hit points. The door opposite the one entered will close with a *Wizard Lock* until the guardian dies.

40C) **The Throne Hall**: This large, unlit hall is draped at the western end. A 10' wide opening is in the 1st pair of drapes, but the curtains behind the throne are unbroken and run from ceiling to floor and wall to wall. A wall of bars with a 10' wide door in the center will prevent intruders from approaching the throne. The gate in the bars is locked and -15% on picking due to some complicated inner workings. The bars are of iron and extremely thick.

The throne itself, though somewhat crudely constructed and decorated with monster faces and strange runic symbols (even a *Read Languages* spell will make no sense of them), is apparently gold-plated (value 5000 GP). If the throne is sat in, the sitter must make a -2 saving throw vs. magic or have his alignment immediately change to chaotic evil. This change will only be apparent to the character affected. Any attempt to touch the throne other than sitting in it will paralyze the toucher (as per a ghoul touch, but this also includes Elves) until *Dispel Magic* or until the victim is touched by a lawful good character. When a victim is paralyzed, a glistening wetness will appear on the north wall that will form into an ochre jelly in 3 melee rounds and drop to the floor, immediately heading for the throne area and any victims. Ochre Jelly: AC: 8, Move: 3", HD: 5, Damage: 2 - 12, HP: 30.

If the question of "What happens when a lawfully good aligned character touches the throne?" arises, the answer is that, instead of just paralyzing the victim it will also deal out alignment shock as per a magic sword, doing 2 - 12 points of damage. A maximum of 24 points of damage will be dealt out. At that point the chair will lose its ability to paralyze, change alignment and do shock damage. However, it will also then change to worthless lead (weight, 500 encumbrance points).

Behind the curtains at the west end of the hall are a pair of stone doors, each carved with the face of a beneficent looking man.

40D) **The Crypt of the Mummy**: The door to this room is locked and also closed with 2 heavy bars of strong oak. On the lock is a wax seal bearing the signet of a dead king of ancient Thracia (at least 2000 years old). Extending 10' out from the north wall is a 5' wide, 3' tall stone crypt. It is featureless and has a hingeless stone lid (a 5' x 10' stone slab). Touching the crypt with anything (hand, weapon, pole, rock, etc.) will cause the slab to explode for 1 - 3 points of automatic damage to all characters within 5' of the crypt. A tall, gaunt figure will spring up, armed with a black sword. The being is a mummified, ancient king of Thracia, doomed by his evil life to live forever. AC: 3, Move: 6", HD: 5 + 1, Damage: 1 - 12 + Level Drain or 1 - 12 + Rotting Disease (see below), HP: 26. The mummy is armed with the magic sword "Thirster" (see below) and there is a 50% chance each round of combat that he will use it to attack with instead of just clawing. The sword is in his right hand. **Thirster**: This chaotic evil sword has no pluses, but instead it drains one energy level each time it hits in addition to normal sword damage. The sword has an Intelligence of 12 and an Ego of 8, speaks Chaotic, Red Dragon and Troll, detects gems, good and sloping passages, locates secret doors and endow the bearer with *ESP*. The sword may communicate telepathically with its bearer as well as speak in audible words. Thirster also has an idiosyncracy of being afraid of Undead creatures. While this problem does not affect the sword directly, the phobia will be passed on to the bearer. In the presence of Undead a control roll must be made (if the bearer is not controlled by the sword already) and 4 points must be added to the sword's ego. If the control is made by the sword, the bearer will either go berserk until restrained (50% chance) or passively withdraw and go into shock until the situation is removed.

The bottom of the crypt is covered with 2000 GP and near the north end of the crypt is a bone scroll case. In the case is a scroll containing a single spell, *Limited Wish*. In a bottle near the south end of the crypt is a potion of longevity.

40E) **A Burial Vault**: Buried in ancient times, the occupants of this chamber have not "fed" for millenia. Two wights haunt this room with their honor guard of 6 skeletons. Wights, AC: 5, Move: 9", HD: 3, Damage: Level Drain, HP: 16, 17. Skeletons, AC: 6, (armed with Shield), Move: 6", Damage: 1 - 6, Weapon: Sword, HP: 1, 4 (x3), 7, 3. The room will be "deathly quiet" until the door is opened.

40F) **A Second Burial Vault**: This vault contains a moldering, dead skeleton. However, after the room is entered, the body will animate, sit up and turn to face any intruders. It will speak in a very ancient tongue (only a *Read Languages* spell that has been previously cast will allow any understanding). It will say: "Long have I lain here, storing up my hatred for those who have entombed my brethren. Now they shall be unleashed on those who have wronged them!" The skeleton will then rise from its

bier and begin to walk toward the door. It will not attempt to attack any being. If it is not obstructed it will tap the doors to crypts E, G, and H, releasing the Undead in there. The released Undead will then begin to attack anything in sight. Once they have defeated any living creatures, they will begin an organized assault on living creatures in the caverns. If the skeleton from this crypt is not destroyed, he can convert any dead creature (recent) into a zombie or any long dead creature into a skeleton. If this skeleton is destroyed there is a 75% chance that his imbuing spirit will be transferred to any available dead body within 200'. Skeleton: AC: 7, Move: 6", HD: 4, Damage: 1 - 6, HP: 30, Turns as a Spectre. Any Undead encountered by this creature will immediately follow it.

40G) **Another Burial Vault**: Locked in this vault are a pair of Dopplegangers who will hide in the shadows until a chance to reveal themselves is possible. Dopplegangers: AC: 5, Move: 9", HD: 4, Damage: 1 - 12, HP: 20, 23. Note that Dopplegangers are not Undead. At the south end of the room in the center of the wall, sitting on the floor, is a chest with a transparent crystal top. Visible in the top (which is about 3" thick) is a sword. The crystal is unbreakable and can only be removed from the sword by *Dispel Magic*. The sword is a -2 Cursed Sword, chaotic evil in alignment. Inside the chest itself, 3000 GP will be visible. They will cover the entire bottom of the chest. In a secret compartment, accessable from the left side of the chest will be a Potion of Speed, a Potion of Diminuation and a Clerical Scroll containing *Protection from Evil, 10' Radius and Sticks to Snakes.* The latch to this secret compartment is guarded by a cross bow trap that will fire directly beside the chest (which is immoveable, by the way) at the location that one must be in to work the latch and open the secret compartment.

40H) **Yes, You Guessed It! Still Another Burial Vault**: However, this vault is empty. There is no body or any other item in this room. The only distinguishing feature in the room is a line of writing carved into the east wall, ledgible from 5' or closer (i.e., the room must be entered to read the writing). The writing is in very ancient Thracian and readable only via *Read Languages*. It says: "I have been waiting for you." If the message is said out loud or if the adventurers remain in the room more than 2 melee rounds, each adventurer will hear clearly in his mind the following: "Ahhh. . . .it's been a long time! I have been waiting for you to come. . .ha ha ha ha ha!" At that point the door will *Wizard Lock* shut. If at least 3 spikes have been set to keep the door openable, it will take a full melee round for the door to close. A character of 18+ Strength may hold the door for 1 - 2 melee rounds. Nothing will happen to those characters sealed into the room except that they must find some way of escape before they die of suffocation or starvation. The door opens inward.

40I) **Wily Water Trap**: This is a trap of the nasty variety. But, it is not without a possible escape route. The room appears to be a short corridor, leading from Room 40 C to some other chamber. However, the doors at the west end leads not to another room, but to doom and destruction. Touching those doors will seal the doors at the east end with a *Wizard Lock*. Opening the west doors will release water from the river through a metal grate behind the doors. The force of the water will thrust the doors open and make them totally unclosable, except by a human or creature with 18 (00) Strength or better and then it will only allow a 15% chance of doing so. An attempt to close will take 3 melee rounds and the room will fill to the ceiling in 5. The ceiling is 10' high and in this ceiling, at the location marked by the "x" on the map is a 5' square opening. This opening is a vertical shaft or chimney that leads upwards to the 1st level. From the ceiling of 40 I to the floor of Room 20 (see map Level 1, spot marked with "x" in Room 20), the distance is 70'. There are no handholds in the shaft except those that would be findable by a trained thief.

41A) **Hall of Ancient Statuary**: From the east, a set of stairs descend 10' down into this room. The ceiling is 25' high. The chamber is illumined by 10 glowing pillars that give off an eerie yellow-green light that seems to flicker almost like torchlight. Every 5 melee rounds the light will go out for 1 - 5 melee rounds, then flash into activity again like 10 giant strobes. This will blind any characters not making a saving roll against paralyzation for 1 - 2 melee rounds and eliminate the ability to see in the dark for 1 - 6 turns. Every so often a low rumble can be heard in this room. Moving about will set off noises that sound like traps being released or monsters moving about.

The rectangles marked with letters represent 6' tall pedestles, upon which sit a variety of statuary, carved from several kinds of stone.

A) Sphinx - carved of porphyry (volcanic). Eyes are huge quartz spheres valued at 200 GP each.

B) Hydra, 8-headed - carved of black marble (not full sized). Eyes are of amber. Each eye valued at 25 GP.

C) Minotaur - carved of soft soapstone. The statue has jade eyes valued at 400 GP each.

D) Dryad - carved of black basalt. Eyes are small citrines valued at 50 GP each.

E) Griffon - carved of glistening white marble. Eyes are fire opals, valued at 350 GP each.

F) Manicore - carved of black marble. Eyes are a pair of red tourmalines valued at 200 GP each.

G) Harpy - carved of green marble. Eyes are brilliant cut green emeralds valued at 400 GP each.

H) Hippogriff - carved of black lava. Pupils of the eyes are small periodots valued at 50 GP each.

I) Satyr (man with goat legs and goat horns) - carved of pink granite. Eyes are a ruby set on a diamond. Total value of each eye is 1000 GP.

J) Centaur - carved of white marble. Eyes are aquamarines valued at 300 GP each.

The statuary seem to be unguarded, but. . .for every 10 GP worth of gems pried out of the eyes of any statue there will be a 1% chance of summoning the guardian of the hall. This chance is cumulative and must be checked each time a new gem is pried loose (each gem will require 1 - 2 melee rounds of time to release it intact from its setting. Thus when the 100% mark is reached (1000 GP worth of gems) the guardian will appear regardless (see Room 41 B for guardian's statistics). In two melee rounds after the guardian has been summoned it will appear, bursting through the secret doors in the west wall. The creature appears as an 8' tall black statue of a regal appearing man wearing a black crown and having flaming eyes and mouth. He will attack and pursue any being possessing the stolen gemstone eyes.

The secret doors in the north wall, when searched for, will appear to be part of the wall. The secret doors in the west wall will be undetectable unless a *Detect Magic* is placed on that wall or a magical light (other than that already in the room) is shone upon them. At that point they will show a glowing out line with palm shaped areas glowing 4' off the ground in the center of each door. The doors will open by pressing an open hand to each glowing palm.

41B) **Audience Chamber of the Stone King**: The stair down to this room descends 40' from Room 41 A. It is lit by a blue violet light that tends to cause drowsiness (save vs. magic or be - 1 hit probability and armor class for 10 melee rounds). At the base of the stairs is a large circular chamber that is lit by walls that seem to burn with a cold, violet fire. Flanking the base of the stairs is a pair of placid pools of water. Every so often the pools will gurgle and a ripple will move across the surface. There is nothing down there, but who wants to test it and find out?

At the west end of the chamber is a large statue. It is standing stock still. The thing is actually the guardian of Room 41 A and if it is destroyed there or has even entered that room, it will not be down in here. The statue appears as a black man, 8' tall and of regal bearing, wearing a crown set with three large, violet gems, valued at 500 GP each. The statue's eyes and mouth burn with orange flame. He is AC: 1, Move: 9", HD: 11, HP: 50. The guardian can not be hit by non-magic weapons since only weapons of +1 or better will affect it. Edged weapons will do half damage. Lightning will do full damage and magic fire will regenerate hits upon the monster equal to the damage that it would normally do. Non-magic fire and no spells except *Rock to Mud, Stone to Flesh, and Disintegrate* will affect this monster. It will attack once per round for 2 - 12 points of damage with its fists and every other round it will spew forth a blast of fire from its eyes and mouth that will do 3 dice of damage (3 - 18 points, saving throw applicable) to all creatures in a 10' wide by 20' long cone in front of it. The statue can not be pushed over as every step is firmly rooted to the ground.

It will not attack if its room is entered. However, if the gem-eyes of the statues in Room 41 A

are removed (see above) or if an attempt to remove the gems from its crown is made or if the statue is attacked, it will begin to attack. This creature can detect the presence of the gems from Room 41 A at any distance and will pursue and destroy any being possessing those gems to the ends of the earth.

While in this room (41 B) the stone king may cause the trap door in front of the stair to drop away leaving a 10' wide gap of open water (20' deep) between the room and the stairway, but he will not do so if he has not yet been animated.

42) **Rubble-filled Caverns**: This is a large cavern with a stone floor. It is fairly dry and there are stalactite and stalagmite formations along the south wall only. The stair to the north leads up to Level 1. The floor of the cave is littered near the center with debris from Room 27 on the 1st level. There is a large chasm in the ceiling that connects with that room on the level above. While there are no dangerous monsters in this chamber per sec, inhabiting the rubble pile is a colony of rats. If the rubble pile is entered, they will begin to squeal and shriek. Any noise in this cavern or any light will alert the attention of guards located at 43.

43) **Guardpoints and Pit Traps**: A short stair at this point goes upward approximately 10'. In amongst the pillars are 4 Gnoll guards, each armed with Longbows and Halberds. Gnolls: AC: 5, Move: 9", HD: 2, Damage: 1 - 6 with Bow, 1 - 10 with Halberd, HP: 14, 5, 10, 11. These guards will be alerted and ready by any noise or light in cavern 42 or from the east cavern.

The two pit traps are very well disguised and only a Dwarf or a Thief would be able to distinguish that they exist (if he were looking for them). The shallower pit (20') is a normal pit. However, its bottom is filled with sharpened stakes. The pit will do 4d6 of damage to whoever falls in. This pit is of recent make and will open on a d6 roll of 1 - 3 every time it is crossed. Once the pit opens it then snaps shut again. However, its presences will then be detectable since the sand on the floor of this cavern will have been disturbed. The 30' deep pit is extremely ancient and its location is unknown to current dungeon inhabitants. Though locked shut for 2000 years, a portion of the mechanism has corroded through allowing the trapdoor to function once again. It will only open a d10 roll of 1 and when it does it will make a good deal of noise as it swiftly creaks open and snaps shut again (the mechanism hasn't been oiled in a couple of millenia or so). Instead of being a straight shaft, the pit becomes a slide, sending victims shooting southward into room "C" of Room Complex 45. No damage will be taken by the fall. Once opened the trap door will close, jamming and wedging shut for eternity as the mechanism snaps. A percentage roll of 90%+ by a character of 18 (00) Strength can force it open though, although any tool used for leverage will snap after a few moments.

44) **Statue of a Long Forgotten God**: This cavern was once the shrine area of many a now forgotten god and godling of the ancient Thracian race. In this alcove is a fairly intact sculpture of a fair-looking young man. The pearly-white marble has been weathered and stained by the passage of time and water. The head is somewhat worn away by constant erosion and stalactites hang off the chin and arms. Written in ancient Thracian is the following, "Oh Apollo, blessed healer, touch me and make me whole." If this phrase is spoken while touching the statue, a *Cure Light Wounds* spell will be cast upon the beseecher. This will only work 1 - 4 times before the ancient magic is exhausted. The walls of the alcove are of rough-carved rock with two marble bas- relief panels of acts of the god set into the living rock. One east and the other north. The east panel is actually a secret door. If the door is open, a pair of Spears will spring forth to impale the opener, being thrown as if fired by a 7th level fighting man.

45) **The Temple of Athena . . .Or. . .The Temple of the Descension**: A set of stairs leads upwards 10' to a massive temple (Greek design) with heavy doric pillars. The base of the temple is carved with high relief sculpture panels with scenes depicting the Thracian dieties in combat with demons and sea monsters. On the east wall of the temple's base is a secret door, disguised as a carved panel. It opens up on a narrow stair that leads down to Room Complex 45 A.

At the east end of the temple is a tall statue (10') of a regal woman in long loose, greek style clothing. She bears a Shield and Spear and wears a Helm. The 10' square area before the statue (marked with an "x" on the map) is a *Teleportation* pad. Standing on it for 1 melee round will activate it and send those upon the square to area 54 on the 3rd Level map (see 89 if a special marble is possessed).

Guarding this strategic location is a squad of 8 Gnolls, AC: 5, Move: 9", HD: 2, Damage: 1 - 6 with Longbow, 1 - 10 with Halberd, HP: 7 (x3), 8, 10 (x2), 9, 12. Each Gnoll will have 11 SP and 2 GP on his person. Any light or noise in the cavern will alert the Gnolls, who will hide amongst the pillars and wait until an ambush presents itself. If outnumbered or taking heavy losses, the Gnolls will retreat to the teleportation pad and seek to create another ambush on the 3rd Level with reinforcements to be found there.

Room Complex 45 A - I

45A) **Weapon Storage Vault**: This room is filled with about a dozen large, sealed, wooden boxes. The boxes are all in remarkably good shape.

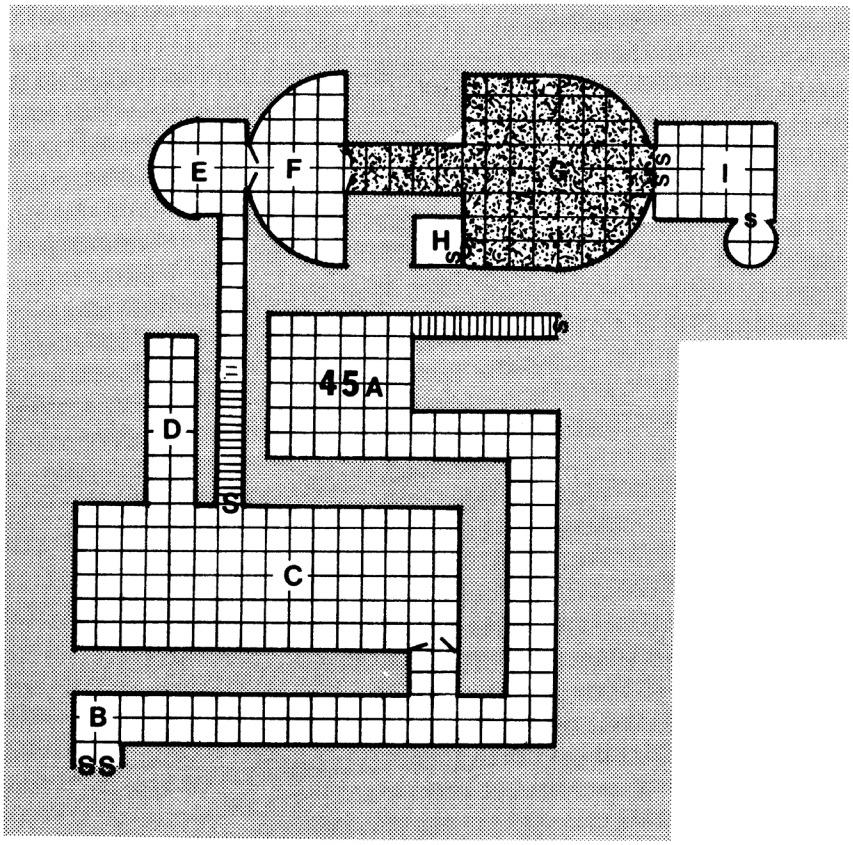
Box 1) Wrapped in oil-soaked cloth are 20 Bronze Swords. These swords are half-again as heavy as an iron sword and after 3 hits are scored with them, they will be -1 hit probability until resharpened.

Box 2) Wrapped in oil-soaked cloth are 30 Spears.

Box 3) Carefully wrapped up in oil-soaked cloth is a suit of Plate Armor of archaic design. Without modification, it will fit a Human of 11 - 14 Strength and 5' 2" to 5' 5" in height. The armor is +1.

Box 4) This box is open and the contents have rusted and tarnished. It contains 30 Spears. It is 40% likely the pile of them will collapse into debris if handled.

Box 5) Wrapped in oil cloth are 60 Crossbow Quarrels.



Room Complex 45A-I

Box 6, 7, 8) In these boxes are the components of a special mechanism that will throw 6 Crossbow quarrels per round for a total of 6 rounds before having to be reloaded. There are no assembly instructions and the parts, although well protected, are incomprehensible. A fighting man will have a percentage chance equal to his Intelligence score -10 x 5. If the fighting man has access to a knowledgeable Sage, his chance of constructing the machine properly will go up by 20%. If it is known how to assemble the machine, it will take a minimum of 2 turns to put it together properly. If the machine is put together and carried (weight of 1000 GP + Quarrels) it will take the averaged Dexterity of all characters doing the assembling subtracted from 20 in melee rounds to put the thing in working order and capable of firing on the next melee round. If a fighter is trying to put the machine together for the first time, subtract his Intelligence from 25 and the resultant number will be the number of hours required to puzzle the thing together (if he or she can do it at all). An improperly constructed machine will not work at all. Treat as Light Crossbow for accuracy.

Box 9) Another box of carefully wrapped Crossbow Quarrels, 60 in number.

Box 10) 4 circular Shields with the head of a bull emblazoned on them in green paint.

Box 11) Another box of wrapped Crossbow Quarrels, 60 in number.

Box 12) This box is differently constructed from all the rest. Completely unfamiliar writing, alien to every type of writing that the adventurers may have seen til now is emblazoned on the box. It will look very much like Chinese characters, but you don't have to tell the players this. If read by the use of a *Read Languages* spell, it will say "Wing Tu, weapon-maker for his excellency the undying Emporer." Inside, preserved by some strange magic are some very odd weapons. Created from high grade steel are 10 star-shaped items with sharpened edges (shuriken). If the use of these is learned they will operate as throwing Daggers and do 1 - 4 points of damage each, being non-magically +1 due to the high grade of the metal used. There are a pair of black sticks, 12" long and joined by 4" of chain (nunchaku). If the use of these is learned, they will work as morning stars and do 1 - 8 points of damage. However, if a character is not already trained in the use of the Morning Star, there is a 80% chance that any concerted use of them will do 1 - 2 points of damage to the character concerned. There is also a 40" long Sword of strange design with an extremely light and sharp blade. It will be +1 and non-magical due to the quality of craftmanship and the high grade of steel used. The oddest item in the box are 20 tubes constructed of some type of heavy parchment and mounted on short, thin sticks (sky rockets). If lit (fuse sticks out the end with the stick) they will shoot off with a range of 500' and explode in a flash of bright, sparkling colors. If used as weapons, they will have the range of a short bow, but at -5 to hit. There is a 30% chance that they will explode on contact with a target for 1-6 points of damage, blinding the victim for 1-4 melee rounds in the process. If they do not explode, damage is negligible (as if they glanced off).

45B) **Doors to the Hidden Tombs** These doors are not secret from this side. Written on the door in Ancient Thracian is the following inscription; "It is not given that man should interrupt the sleep of his ancestors. Do not transgress beyond this point." These doors will not yield even to magic.

45C) **Demesne of the Minotaur Lizard:** A large reptilian creature has been in a sort of stasis-like trance for some centuries now. Originally placed as a guard for the secret door in the north wall, it was forgotten long ago. The spell placed on it is such that if the room is entered, it will awaken and attack. Once it has defeated and devoured its victims it will fall back into the stasis again. Minotaur Lizard: AC: 3, Move: 9", HD: 8, Damage: Bite: 4-32, Claw: 2-20, Claw: 2-20, HP:46. The secret door in the north wall is further guarded by two spells. The first is a *Polymorph Other* spell. The first creature to touch the door with the intention of opening it must make a saving throw vs magic or be polymorphed into a house cat. The second one to touch the door will be hit with a *Magic Missile* spell of 7th level. Thereafter the door will be safe to open, except that it is *Wizard Locked*.

45D) **Slippery Slide from the Trap Above**: This is the slide that comes from the 30' deep trap described in area 43. The slide is so designed that no actual damage is done in the drop. The slide is steep, but the Minotaur Lizard can climb it. The trap door cannot be opened or sprung from beneath.

45E) **A Sealed-Off Retreat**: This was the route taken by the last human survivors of the beast-men revolution that captured the palace of King Agamemnos over 1000 years ago. The room is scorched and blasted as if a fireball had been set off in there and had set the remainder of the contents of the room on fire. The door to room 45F is barred from the other side and will be -2 on opening.

45F) **Chamber of Forgotten Finery**: The walls of this room are covered with ornate stylized paintings of magic and sorcery. Various statues of kings and queens and goddesses line the east wall (these are real statues, honest, no tricks!). The stone doors to room 45G seem to have a sort of yellowish powder around the edges It is really dried up yellow mold. (It does no damage but should serve as a hint).

45G) **Court of Foul Fungus**: If the door to this room is forced open (from either end) a 10' x 10' x 10' cloud of spores will be knocked loose from the gigantic yellow mold colony that has spawned in this chamber. Any character breathing the spores must save vs poison or die. The only way to destroy this mass of putrid plant is to burn it. Physically disturbing the mold will send up a cloud os spores in the area affected. This room was once a well-equipped magical laboratory. However, now all that remains of the great lab are shattered shards of glassware and approximately 300gp worth of small gems used in experiments along with 100gp of gold wire and 50gp of silver wire.
Both doors in this room would normally be hidden behind secret panels in the once-rich woodwork that lined this room. However, the mold has long since destroyed the wood and now covers the walls and ceiling, hiding any traces of possible doors.

45H) **An Empowering Globe**: In the center of this small chamber is a stone table upon which sits a glass globe that glows with a golden light. On a bookshelf against the north wall are several scroll cases, totalling 5. Each one has a different color wax seal on the case.

Red Seal: The seal on this scroll case is whole and unbroken. On the scroll is an inventory of magic items stored on the shelves. (The shelves are now empty.) The scroll is written in the Thracian language of the same period as King Agamemnos and the revolution.

Black Seal: This unopened scroll is written in the ancient Thracian language that predates the time period of Agamemnos by about 1000 years. It describes the wondrous statues in room 41A, telling of their jeweled eyes. It does not mention any type of guardian, though.

Blue Seal: This scroll has *explosive runes* written on it.

Green Seal: This scroll is enscribed with four magic spells of the third level, *Fire Ball, Dispell Magic, Invisibility 10' Radius, Infravision. A Read Magic* spell will be required to read this scroll.

Gold Seal: This seal is broken and has been resealed several times. It is a maintenance log on the globe and describes its functions.

The golden globe is the source of power for the teleportation system between levels 2 and 3. If it is destroyed, the system will no longer function and any creature on the second level will be trapped until an alternate method of transportation is devised or discovered. Casting a *Dispel Magic* on the item will negate its powers for 3 turns. If the globe is broken, it will require a *Teleportation* spell and a *Permanent* spell to repair it, not to mention a new glass globe. Shattering the globe will destroy it. It is fragile and any hit will do the job. If the globe is removed from the room the teleportation unit will cease to function. The globe is 8" in diameter and is hollow.

45I) **The Last Stronghold**: It was in this room that the remnants of King Agamemnos' court and guard made their escape and that their dead and mortally wounded were left. If Epicaste from room 37 is with a group of adventurers, she will be able to identify several of the corpses as friends and aquaintences of hers. One of the bodies in the room is not completely dead yet. Powerful magic was used to keep the near-dead Anteus, a soldier in the King's Guard, alive or partially alive for 1100 years. Anteus appears as a tall (6') man in plate armor and shield (+1 plate) bearing a two-handed sword. In addition, he has a +2 dexterity bonus. AC:-1, Move: 9", HD: 7, Damage: 1-10 +2 (for strength), HP: 41. His vocal chords have atrophied and he has lost the power of speech. If any can speak the language of the tribesman or the Thracian tongue then he might be made to understand peaceful

intentions (See room 37 for translation charts). If he is not immediately made to understand that the adventurers are not servants of the beast-men, he will attack. The small, circular room on the south wall of this room is actually a shaft that leads from room 36 to 118 (see room 36). From this point, it is 60' up to the floor of room 36 and 40' down to the ceiling of room 118 and an additional 20' beyond that to the floor. Falling from this point will do 6D6 of damage.

46) **Giant Spider**: AC: 4, Move: 3"/12" (in web), HD: 4 +4, Damage: Bite 2-8 + save vs poison or die, HP: 28. Once per round this spider may also, shoot a strand of web at the victim. If the victim is hit he must make a saving throw of under his strength -4 on a D20. Treat each level of extraordinary strength as a seperate strength point.

47) **A Deteriorated Outer Sanctuary**: The once brilliant paint is peeling off the low relief sculptures of inter-deity combat that line every wall in the temple area. The place does not appear to be in any kind of use, however, if the adventurers entering this room are determined to be enemies of the gnolls (an almost 100% certain possibility), they will suddenly be rained upon by 4 crossbow bolts coming from the east and west walls. The missiles are fired by gnolls (2 hit dice creatures) from light crossbows at short range. The bolts are fired out of arrow ports that have been cunningly and almost invisibly carved into the sculptured walls. Each of the four crossbows will fire once each round. The ports are not large enough for a flask of oil to be thrown through and, also, can be closed from the inside, if necessary.

48) **A Draped Inner Sanctuary**: This room reeks of long occupancy by members of the ursine race, i.e it's a bear lair. Lairing in this room are two trained war bears. They are brown bears with special fighting training so that they attack with a +1 and will fight to the death. AC: 6, Move: 12", HD 5 2 claws at 1-6 each, bite for 1-8 and on paw hits of 17+ a hug for 2-12 additional points, HP 36, 44. The two bears will be assisted in winning battles by their trainers, 3 gnolls: AC: 5, Move: 9", HD 2, Damage: 1-6 with longbow and 1-8 with morning star, HP: 11, 14, 13. Each of the gnolls have 3sp and 6gp on their persons.

49) **Gnoll Barracks**: This is the actual lair of the gnolls in this section. There are sleeping provisions for 12 gnolls. Because they always have a guard posted, and being bloodthirsty creatures, they will always be ready for combat at a moment's notice. There will always be 3 armed gnolls in this room, AC: 5, Move: 9", HD: 2, Weapons: battle axe for 1-8 points of damage. Each of these gnolls will have 3sp and 1 gp on its person.

50) **A Converted Crypt**: This is an additional living space for the gnolls and for the most part it is filled with junk and litter. In this room will be the gnolls who fire the crossbows from the west wall into room 47. There are three of them. Each is armed with a light crossbow and a battle ax. If the door to this room is breached they will fire off their crossbows into the enemy and charge with their weapons. AC: 5, Move: 9", HD: 2, Damage: crossbow 1-6, battle ax 1-8, HP 12, 8, 11. Each of these gnolls will have 2sp and 4gp on his person.

51) **Another Converted Crypt**: This room will be exactly like room 50 except that the gnolls have the following: HP: 15 (he is the commander), 13, 9.

52) **This is the barracks of an allied troup of mercenary lizard men.** They are under the command of the gnoll in room 51, but if things get rough they will break for it. 6 lizard men: AC: 4 (skin and shield), Move: 6"/12" (swimming), HD: 2 +1, weapons: club for 1-8 damage and 4 darts each for 1-4, HP 8, 8, 7, 7, 11, 10. These lizard men will attempt to get back to their tribe. One of the lizards has recently discovered secret doors in the south wall of room 48 and there is a 40% chance that if that avenue of escape is possible they will use it. The 10HP lizard man speaks the common tongue and may offer to ransom himself and the other lizard men with tales of great treasure (room 33) and directions on how to reach it. He won't necessarily reveal any of the guardian creatures or traps unless magically forced to.

53) **The Rising Demon Image**: This is the sculpture of a demon that rises up in flames into room 27A. Its location is unknown to the locals. The statue is carved of black granite and has borne the ravages of time with a great deal of grace. Its eyes are large, 300gp, faceted amber gemstones. Its mouth is hollow and an odor of methane is detectable from it. An odd quirk about this statue is that it will always turn and face (rotate in place) a good cleric, regardless of where he or she stands in the room. If there is more than one in the room, it will face the one of highest level. To the south of the room are a pair of hidden 10' wide doors. They are covered over with plaster and faded frescoes are painted into the plaster, itself. To get at the door, the plaster must be chipped away. Behind the doors are stairs that lead downward. This complex is old; older than the Ancient Thracian tomb complexes of rooms 37-41. Their use was ended soon after the coming of the ancient Thracians. Some say that this is the remnant of an ancient race of civilized lizard men. No one can be certain, except that humans are not portrayed in any but the more recent frescoes and then only as sacrifices of lizard-headed men. The stairs are crumbly and deep with dust and fallen rubble. No plaster remains on the walls. The ceiling of the stairwell is covered with stalactites and the floor with stalagmites. In places they have grown together and almost blocked the passage. The dust on the floor is undisturbed.

Room Complex 53 A-J

53A) **The Grand Temple of the Reptile Race**: This vast hall was once the worship place for hundreds of highly intelligent lizard men who worshipped a supposedly immortal giant king. The floor is thick with dust, undisturbed except for a path that leads from the door of room 53G to the steps of the altar, where it seems that a creature of some kind has kneeled several times. This cavernous hall has long since fallen into ruin, time and moisture doing their work well. The ceiling is covered with stalactites that form occassional pillars as they meet with stalagmites thrusting up from the floor. The northwest corner has caved-in and it seems that many other places in the walls are weakening, also. Along each wall are a series of 4 doors. Along the east wall, the door to the south end of room 53F is sealed shut by the random formation of stalagmite pillars in front of it. The doors are great stone constructions, 10' wide and 15' tall. there is a 25% chance that any given set of doors will open freely (without great effort). If a door is stuck, it will be -2 on opening check for each door as it is encountered. On the west wall there are 4 doors, but they do not lead to places on this, the prime material plane.

Door 1 leads to the Ethereal Plane. The door is wizard locked.

Door 2 is blocked by stalagmite pillars and cannot be opened. Besides, it has lost the magic that once powered it.

Door 3 leads to a small 10' square room. That room is an extension of this plane into the astral plane. There a character may astrally leave his body without requiring the necessary spell. Players will be able to sense their astral selves' ease of movement as though their astral bodies were continually flowing in and out of their prime material bodies. This door is wizard locked.

Door 4 is, also, blocked by stalagmite columns. It, too, has lost the magic that once powered it and leads nowhere but into a stone wall.

The stairs at the south end of the room lead upward 10' to a ceremonial podium flanked by rotted tatters of an ancient tapestry, ruined beyond recognition. All that remains of the altar furniture is a crumbling marble podium and that, too, will tumble to marble dust if touched. In the south wall there are a pair of doors that are hidden from view by what remains of the drapes. Touching the curtains will powder them and the doors will be revealed.

53B) **A Ceremonial Chamber with a View**: The original function of this chamber will be forever lost. But it can be determined that it was used to keep an eye on encroaching Humans during the waning of the Reptile race. The secret doors in the east wall are only secret to occupants of Room 41 B (see 41 B for that room's contents). The 10' x 10' portal in the wall is 25' above the level of Room 41 B's floor. The walls of this room are covered with flaking plaster. Visible will be a few faded images of Reptile Men in jeweled robes and at least one picture of a gigantic winged Lizard Man. One valve of the south doors will be eternally jammed closed.

53C) **Urns and Ashes**: This small room is filled with shards of pottery and a few small, unbroken ceramic urns. The quality of the pottery is excellent and the 4 surviving pieces would be valued at 1000 GP each if taken to the right buyer (someone who is very interested in ancient, prehuman history). The urns seem to contain ashes of some sort. The secret door in the north wall is disguised by a glaze of stalactite material that has formed over it and hidden the edges of the door.

53D) **A Preliminary Crypt**: Two piles of dust and debris flank the north door in this room. They are in actuality a pair of skeletal Lizard warriors who will spring to life if the room is entered, forming up right out of the dust. These Undead do not fear Human Clerics in the least, due to the special evil magic rings that they wear. Skeletal Lizard Men: AC: 5, Move: 6", HD: 6, Damage: 1 - 10, HP: 32 each. *Protection from Evil* will keep these creatures at bay for 6 melee rounds and then they will actually shatter the spell with some sort of counter magic. When they are killed, they return to dust, as do their rings.

53E) **The Sepulcher of the Immortal King**: This room is just as decayed and decrepit as the rest of the complex. However, sitting on a pedestle at the east end of the room is what appears to be a giant, mummified, dessicated cross between a gargoyle and a Lizard Man. If it stood, the creature would be 10' tall with huge, parchment like bat wings springing from its scaly but withered back. The monster sits amongst its pile of treasure, unmoving and dead. If the room is entered the monster will slowly shift its head to face the intruders and it will be immediately apparent that its eyes are glowing malevolently. The monster is an incredibly ancient Lich: AC: 3, Move: 6", HD: 12, Damage: 2 claws for 1 - 8 each, and a bite for 1 - 12, HP: 57, spells: *Charm Person, Hold Portal, Magic Missile (x2), Protection form Good, ESP, Invisibility, Levitate, Web, Wizard Lock, Dispel Magic, Fireball, Haste Spell, Slow Spell, Confusion (x2), Fear, Polymorph Others, Teleport (x2), Conjure Elemental, Cloud Kill, Death Spell, Invisible Stalker, Anti-Magic Shell, Delayed Blast Fireball.*

His first probable action will be to *Teleport* to the altar in Room 53 A and summon an earth elemental to do his fighting for him. If the Rings in Room 53 D have been destroyed, he will be alerted and the spell will have been cast and he will be fading out. It is also probable that he will cast a *Haste Spell* upon himself to make sure that he can react faster than his opponents. Note that *Haste* does not increase the speed of spell casting. The Immortal King will avoid placing himself in any danger. Piled about the pedestle upon which the Immortal King sits are 5000 SP and 16,000 GP in loose piles, a lawful Red Dragon slaying Sword +2, a Potion of Fire Resistance and a Wand of Paralyzation.

The west end of the room opens into a 10' wide corridor that has been sealed off due to cave in.

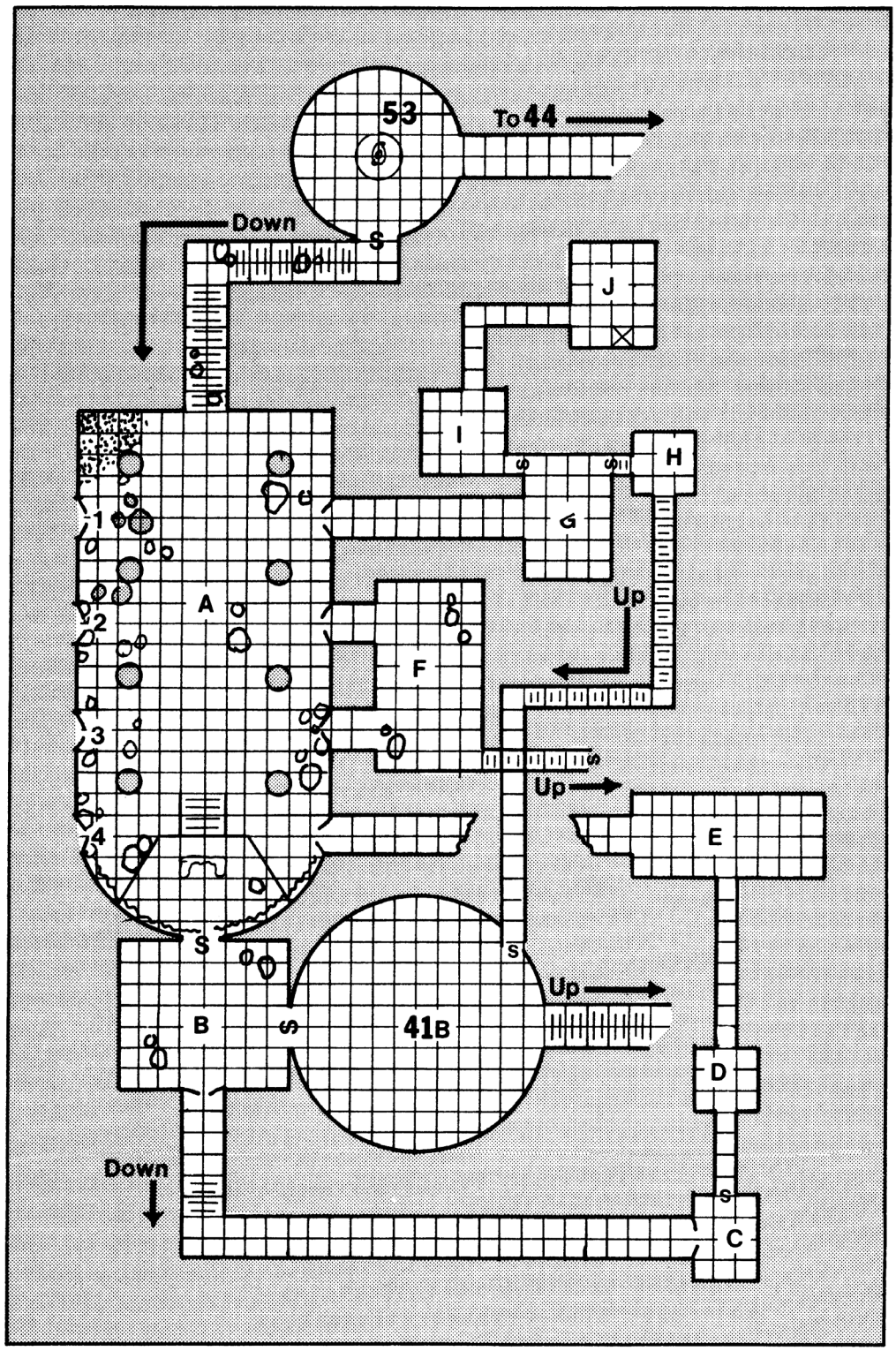
53F) **Another Room of Unidentifiable Purpose**: What this room once may have been is now unknown. The ceiling is covered with stalactites and the floor is littered with stalagmites, some of them blocking passage in the room. The narrow stair at the south end of the room leads upwards 25' to Room 37. The door into that room is both secret and covered by ice making it detectable by 1 less point on a d6 (instead of an Elf locating the door on a d6 roll of 1 - 4 he will only be able to find it on a roll of 1 - 3).

53G) **A Makeshift Chapel**: The footprints in the dust lead to this room. Upon entering the room, it will be immediately noticable that the dust on the floor has been swept away. The room looks as if someone or something has been maintaining it to some extent. There is not debris on the floor and it appears that a crude, man-shaped stick figure has been drawn in Ochre on the south wall. The figure seems to have wings and a tail. The chapel has been created and kept clean by the Shaman G'ruk of the Lizard Men in Room 31. He and only he has discovered the secret door in the north wall of their lair area. He has devoted this area to his private and secretive worship of the Immortal King, not knowing that it actually still lives.

53H) **Secret Lair of the Lizard Men Shaman**: There is a 20% chance that G'ruk, Shaman of the Lizard people will be in this, his private lair (if he has already been killed in Room 31, then he will have 0% chance of appearing here). There is a pile of sleeping rags in one corner and a bag containing several strips of dried Human meat along with some glass beads and a few sharpened stone implements. There is nothing of real value in here. The stair to the south goes up a total of 75' and eventually joins up with Room 31.

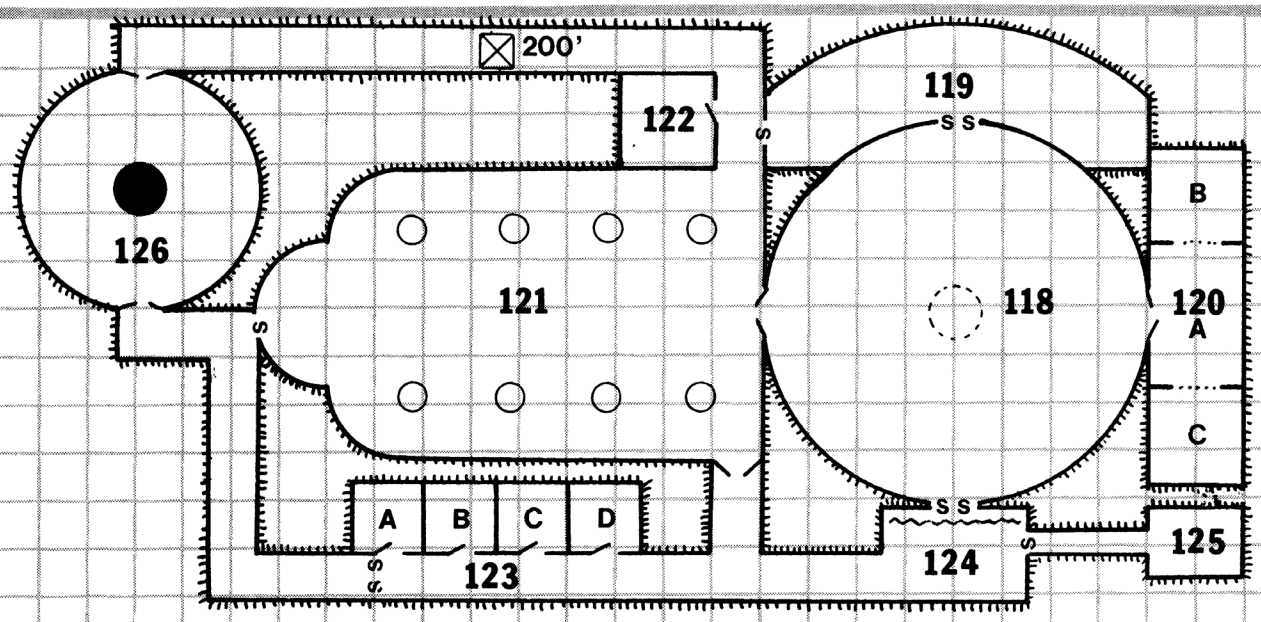
53I) **A Sealed Room**: This room is sealed off from Room 53 G. Its walls and contents are fairly intact. The walls show scenes of a ritualistic sacrifice of a Human victim and several Lizard Man victims by a group of gowned Lizard Priests. In the background, there is a hazy image of the ever present Immortal King, a tall winged Lizard Man wearing a silver crown. On a table in the center of the room (more like a 3' cube of granite) is a golden mask designed to fit a Lizard Man. It has a demonic countenance. The mask is valued at 2000 GP.

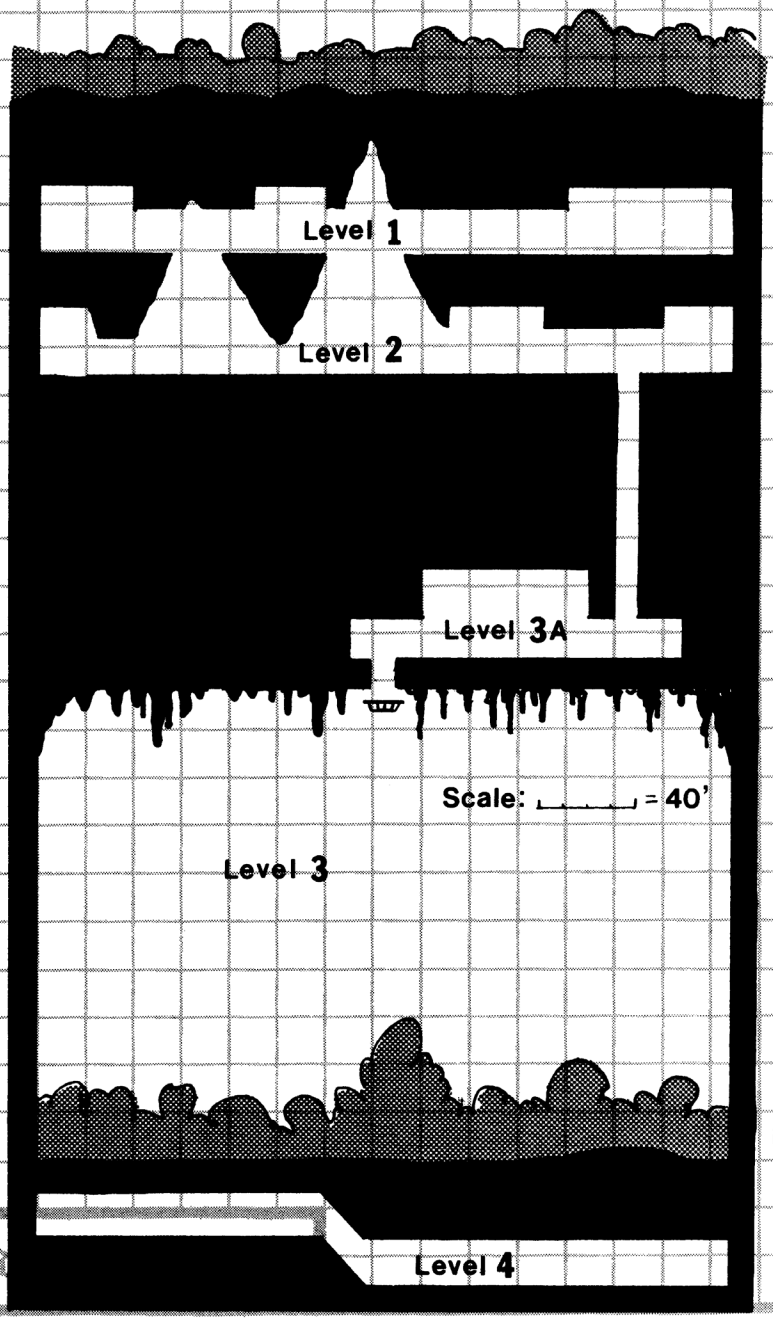
53J) **The Secret Sacrificial Shaft of the Lizard Priests**: The frescoes in this room are intact also and show images of a giant winged Lizard Man (the Immortal King) devouring huge numbers of Humans, Lizard Men and Dinosaurs. Along the south wall, there is a 5' square shaft for the sacrifice of living victims. The shaft is 45' long but it opens up on the 3rd level for an additional drop of 200' (2d6 of damage).



Room Complex 53 A-J

Level 3a





ABOVE: **The Caverns of Thracia** LEVEL 3A

Map Key

tree
door
secret door
spear trap: one spear
spear trap: two spears
spear trap: three spears
crossbow trap
water
drapery
pit trap or shaft 20'
rope and plank bridge
bars
statue

The Caverns of Thracia cross-section

Level Three A

Introductory Note: There is one and only one wandering monster on this level. It is an 8' tall animated bronze statue, cast in the likeness of the god, Thanatos, appearing as a solid version of the Incarnation of Death, AC: 2, Move: 6", HD: 8, Damage: 2 - 16, HP: 36. In addition to its normal damage, the creature shoots off a paralysis ray from its eye every round. The effective range of the ray is 60' and it is 10' wide. Any living being hit by the ray must save vs. paralysis or be immobilized for a number of turns equal to his or her constitution subtracted from 20. The statue will attempt to destroy any living being on this level. It can be encountered in any room or in any hallway.

Note: This entire level was once a temple and worship area devoted to the god Thanatos. Because of this, images of Thanatos (see Rooms 9A - 13) will appear in this entire room complex.

118) **Great Audience hall**: This room appears to have been a meeting hall of some kind. The shaft from Room 36 comes down in the center of the 20' high ceiling. Located directly below the opening is what appears to be an ancient firepit. The floor is blackened and there is evidence of charcoal around the area. Surrounding the firepit area are dozens of wooden benches in various states of falling apart from age or dry rot. In the north and south walls are secret doors that are cleverly disguised to look like part of the wall. In the east and west walls are great bronze doors, 20' tall and carved with strange runes (meaningless even with *Read Languages*).

119) **A Private Gallery**: This room is sort of the "royal opera box". The south wall of this room (facing Room 118) is transparent from this side, but opaque from Room 118. The walls are carved ornately with flowers and geometric designs. The walls are also painted in brilliant, but restful colors. Instead of rotted wooden benches, there are several ornate marble couches and seats, covered with cushions that will powder to dust if touched. There is nothing of other than historical value in here.

120A) **A Holding Area**: This room contains a marble table and two or three marble chairs. They are decorated with carving and worn gilding. Several rolls of blank parchment lie about on the desk and there is a robed skeleton sprawled over the desk with a sword thrust through the ribs and sticking out the back. Around the neck of the long dead corpse is a silver skull on a silver chain. The skull has turquoise eyes and is worth 25 GP. If the figure is touched it will crumble to dust.

120B) **A Long Past Slaughter**: Lying about this cell are 21 long dead corpses of men and women in strange, but rich clothing. Each corpse will have a silver skull pendant with turquoise eyes (value 25 GP). These were all worshippers of Thanatos who sought death rather than capture by the Beast Men. They were all put to death by the man at the table who then fell on his sword. There will also be 30 pieces of random jewelry in the room, on the corpses, valued at a total of 5000 GP. The cell door is locked.

120C) **A Cruel Death by Starvation**: Although the noblemen and women who worshipped Thanatos were given honorable deaths, their servants, who were most likely not worshippers of the death god, were left to die of starvation, locked in this cell. Because of this, their souls were not completely freed from the mortal plane when their bodies expired. Locked in this room are 3 Wights, 6 Skeletons. wights: AC: 5, Move: 9", HD: 3, Damage: 1 Level Energy Drain, HP: 13, 11, 17. Skeletons: AC: 7, Move: 6", HD: 1, Damage: 1 - 6, HP: 3, 1, 6, 2, 8 (x2). If they sense any living beings in Room 120 A or B, they will animate and come out of hiding and cause the bars to burst outward, doing 1 - 4 points of damage to any living thing within 10' of them. The Undead will then begin to attack with blind fury all the living creatures they can find.

121) **Sanctuary of the God of Death**: The walls of this large, pillared hall are lined with jet black stone. The walls, the ceiling, the floors, the pillars, all are intensely black. Add to this a permanent *Darkness* spell throughout the chamber and you will have the the temple of Thanatos. The entire room has also been permanently *Silenced* by magic. Where there would normally be a statue, there is none, for the statue wanders the entire level, seeking to destroy intruders (it actually make no distinction between Beast Men and Humans. After all, an intruder is an intruder). Lying about on the floor of this room are the corpses of 5 Gnolls. They have been dead for at least a millenium. If their bones are touched, they will crumble to dust.

122) **The Robing Room**: In this chamber will be found the crumbling remains of the priests of Thanatos' ceremonial vestments in a chest (locked, with a poison pin containing a poison that paralyzes, but does not kill. So potent is this poison that it is -2 saving throw and its effect is immediate. There is a 25% chance the victim will appear dead.) Inside the box is a golden Helm studed with black sapphires that is worth 3000 GP and a ceremonial Dagger with a carved platinum hilt valued at 1200 GP. The various robes and ritual costumes are all decayed with age and will be valueless. There is a body of a man in the robes of a priest lying near the door. Around his neck is the silver skull with turquoise eyes (25 GP). The front of his robes seem to have been slashed open and several ribs are broken. Lying next to the box containing the jewelry is the body of a Gnoll. If the box is touched a loud moaning will be heard and the dead body of the priest will seem to stand up and then collapse as if the animating spirit has left it. A Spectre will then form and attack. Spectre: AC: 2, Move: 15"/30", HD: 6, Damage: 1 - 8 and 2 Levels of Energy Drain, HP: 29.

Trap in North Hall: This pit will open up on a d6 roll of 1 - 2. The drop is 200' down to the third Level.

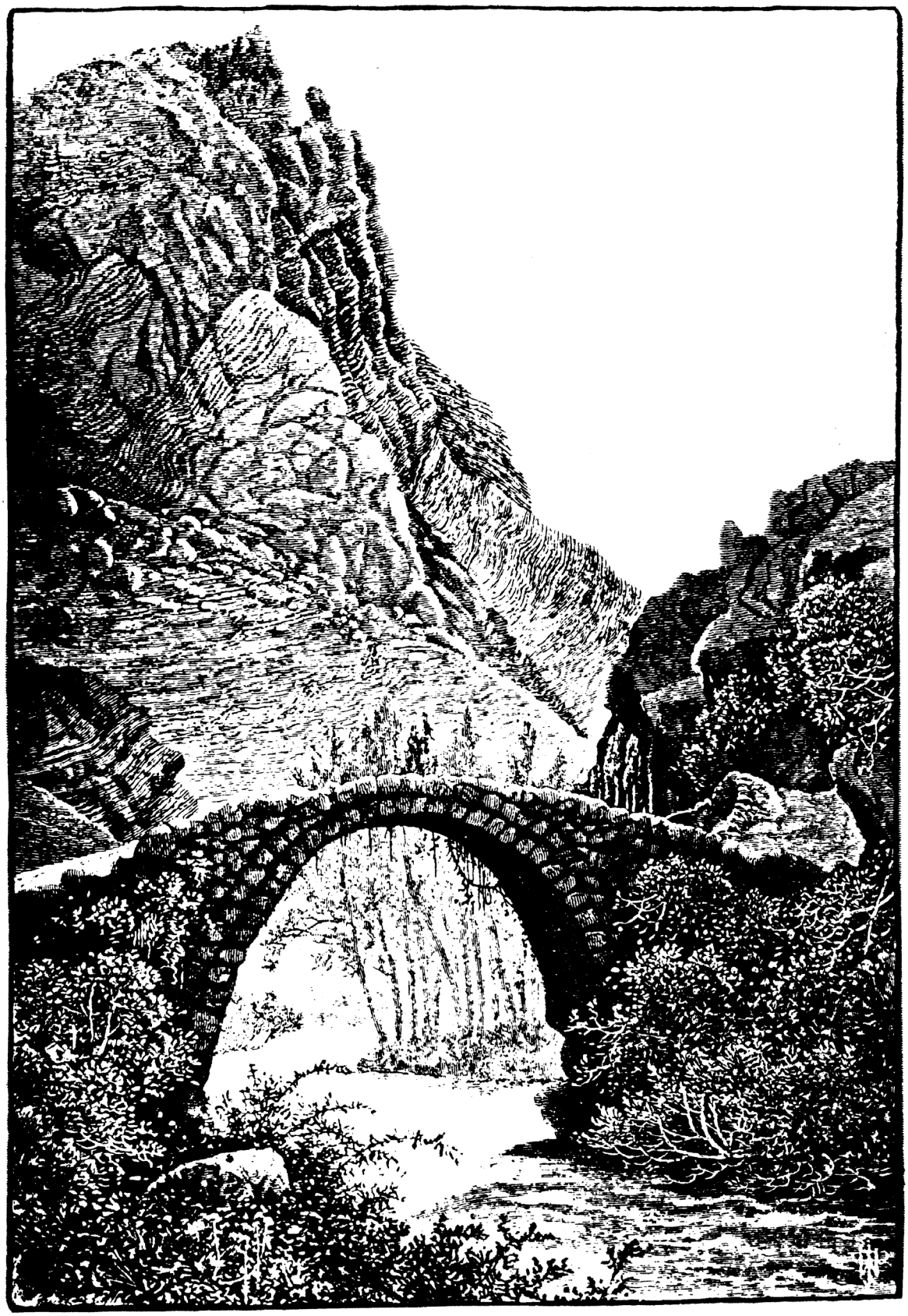
123) **Cells of the Unholy Brothers**: These rooms were a series of Clerical cells. Each one contains 4 rotted cots, a table of marble with a wash basin set on top of it, 3 or 4 candle sconces set into the walls and a few rotted articles of clothing. Room C has occupants.

123C) **The Shadow Knows**: Set in the middle of the floor of this chamber are 3 Human skulls with gem-like eyes. Kneeling around this arrangement are the corpses of 12 men in ragged clerical robes. Each corpse will have a silver skull with turquoise eyes hanging about its neck (value 25 GP). If the room is entered, 6 shadows will rise up out of the skull arrangement and attack, AC: 7, Move: 9", HD: 2 + 2, Damage: 1 - 4 plus Drain of 1 Strength Point, HP: 12, 7, 13, 15, 9, 11. The gems in the skulls eyes are worth a total of 3000 GP. If the gem eyes are removed from the skulls, the shadows will disappear. Each removed eye will remove one shadow.

124) **Prayer Chapel**: This is a small chapel devoted to meditation and repose. The secret door in the north wall is hidden behind some remarkably intact drapes. These drapes can be used to form one suit of light-weight clothing that act as Chainmail (AC: 5) but will not impede movement. The secret door in the east wall is plastered over and hidden. Only by removing the plaster can the door be opened.

125) **The Crypt of King Agamemnos**: King Agamemnos was sorely wounded in the escape from the Beast Men. He died subsequently and was interred in a wing of the prayer chapel. His subjects then either found some other means of escape or committed suicide. The body of the King is laid out in state with him in his kingly apparel. Scattered about the floor is 550 GP, 1000 SP, a couple of Gold Rings (50 GP each), and a small Sceptre worth 1000 GP. Upon the King's skeletal head is a gold Circlet with a single diamond worth 2500 GP. A swiftly carved marble plaque (it looks like the back of a marble serving tray) states in Thracian: "Here lies Agamemnos, King of Thracia and noble servant of the gods, cut down by the arrow of a slave beast."

126) **Crank and Cradle**: This room houses the mechanism made of polished bronze that was magically preserved to prevent rust and corrosion. It consists of a manually operated crank, a set of strange roller apparatus (pulleys) and iron cables that attach to the drum that the crank rotates, go up to the ceiling and then down through a hole in the floor to disappear in the wisps of mist floating in up out of the hole. This machinery is what raises and lowers a sort of elevator basket from this level to the next. It is also operated by a magical device from Level 4 Room 112. The basket or elevator can not be seen through the hole since it is hidden by cloud-like mist. There is light coming up through the hole. It is much brighter than magical light, but not quite so bright as a sunny day. A ladder extends down into the hole. If it is descended, the character will find himself in a bronze cage with a crank like apparatus. The crank is used to lower the cage on the steel ropes. When lowered to Level 3 it will end up a little north west of Tree 60. The cage will be visible to all guards posted on the 3rd level and it is an almost sure thing that they will have an ambush ready.



Level 3

Level Three

This level is the palace and garden that once belonged to the Thracian King, Agamemnos. This whole level, at least the "outdoors" part of it, is lit by an intensely powerful light that almost, but not quite, equals sunlight. There is a thin layer of cloud near the ceiling that covers the stalactites and any activity that may occur up there. The only known access to this level is via the teleportation pads located at Number 54 near the east end of the gardens and Room 89 in the palace. The garden is patrolled by Gnolls and Lizard Men who will attempt to capture anyone they find. In the east end of the garden there will be numerous Dryads. They are deathly afraid of the Beast Men and will do nothing to aid any group of adventurers, even if it may mean defeat of the Minotaur and his minions.

54) **Teleportation Pad**: This circular area is rimmed by low trees that bear fruit continually. The fruit are fist-sized strawberries. They are quite nutritious and will serve as both water and rations. They do not keep well, however, and must be eaten within 1 day of picking or they go mushy and rot. 6 Gnolls will be on guard here. One or two will be plucking and eating fruit while the rest are on guard. They will be in the shade of the trees so that they will be somewhat covered and camoflaged. Each Gnoll is armed with a Longbow and a Halberd. AC: 5, Move: 9", HD: 2, Damage: 1 - 6 with Bow, 1 - 10 with Halberd, HP: 13, 7, 8, 5, 10, 9. The teleportation pad is activated by standing on the 10' square section at the center of the pad for one full melee round. Any being standing in that area will be teleported to the pad in Temple 45 on the 2nd level.

55) **Transparent Tower of Water**: This item is a complete mystery to the occupants of this level. It is apparently a 10' diameter transparent tube containing sparkling, bubbling water that seems to rise 200' from the floor of the garden up to the ceiling of the great cavern. It is assumed that this is the source of the river. This tube goes through Room 117 down below the surface of the garden and rises up to Room or Chamber 34 on the 2nd level. The tube itself is AC: -8 and any given section must take 100 hit points for it to be cracked.

56 - 65) **The Dryads**: Each Dryad will be individually described, but to save time and space, the consistent statistics will be listed here and can be referred back to when necessary. AC: 5, Move: 12", HD: 2, Damage: 1 - 4, HP: see below. These Dryads will not willingly go further than 240' from their trees (6" on the map). Each Dryad has unlimited use of a +2 *Charm Person* spell (the +2 is in the Dryad's favor). The Dryads will not *Charm* or fight the Gnolls normally, as their uprooting and destruction has been threatened if they cause any trouble.

56) **Astraea**: Her tree is an Oak. HP: 13.

57) **Briseis**: Her tree is an Ash. HP: 12.

58) **Calliste**: Her tree is an Elm. HP: 14.

59) **Deianira**: Her tree is an Oak. HP: 6.

60) **Eidothera**: Her tree is a Maple. HP: 14.

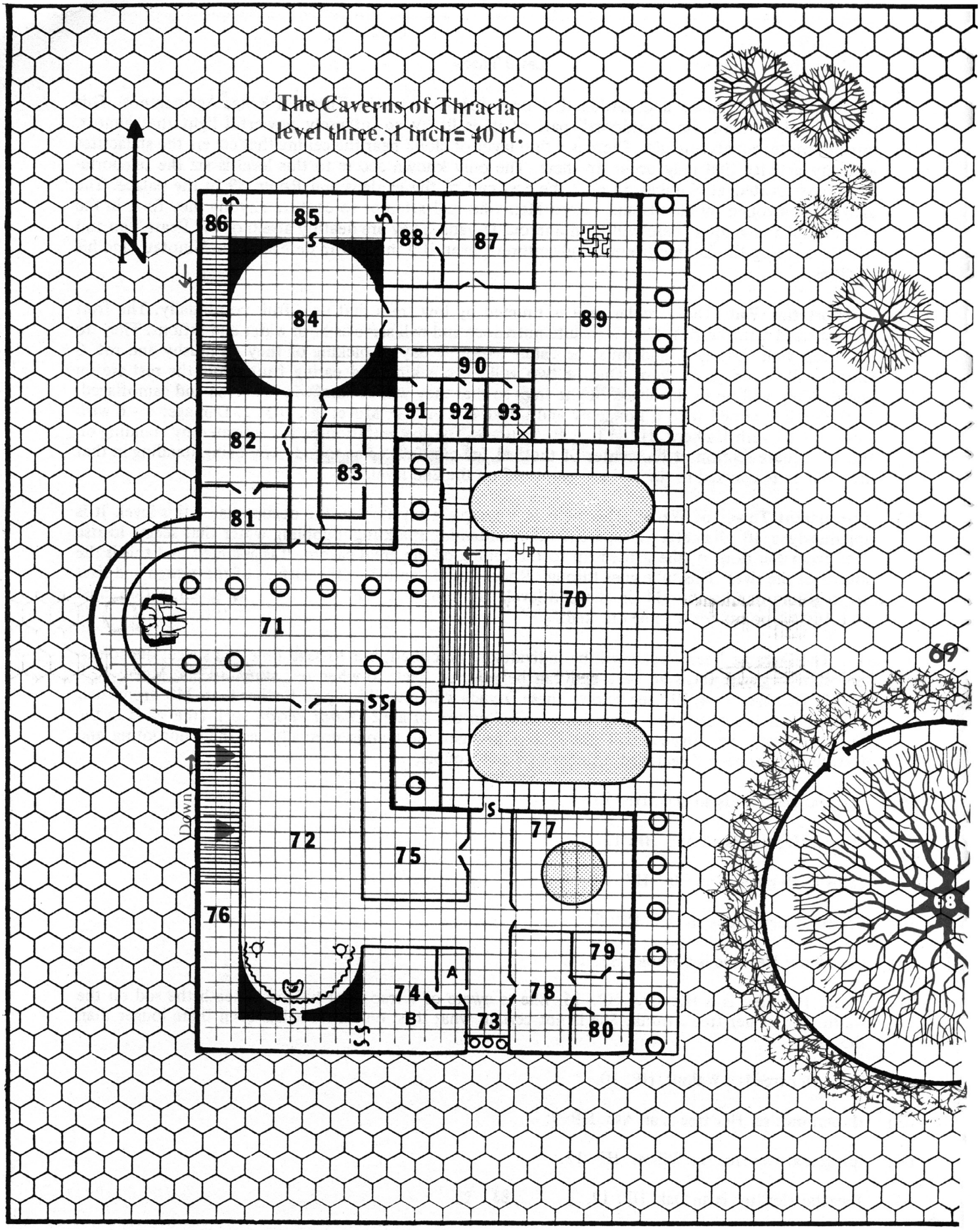
61) **Flora**: Her tree is a Hickory. HP: 15. She is aware of a trap door hidden beneath the sod on the south side of her tree's trunk. She is not certain what it is, only that it has been there longer than she has.

62) **Gaia**: Her tree is a Walnut. HP: 10.

63) **Hypermnestra**: Her tree is an Ash. HP: 7.

64) **Iphigenia**: Her tree is a Willow. HP: 12.

65) **Jocasta**: Her tree is an Oak. HP: 12.


The Caverns of Thraeia
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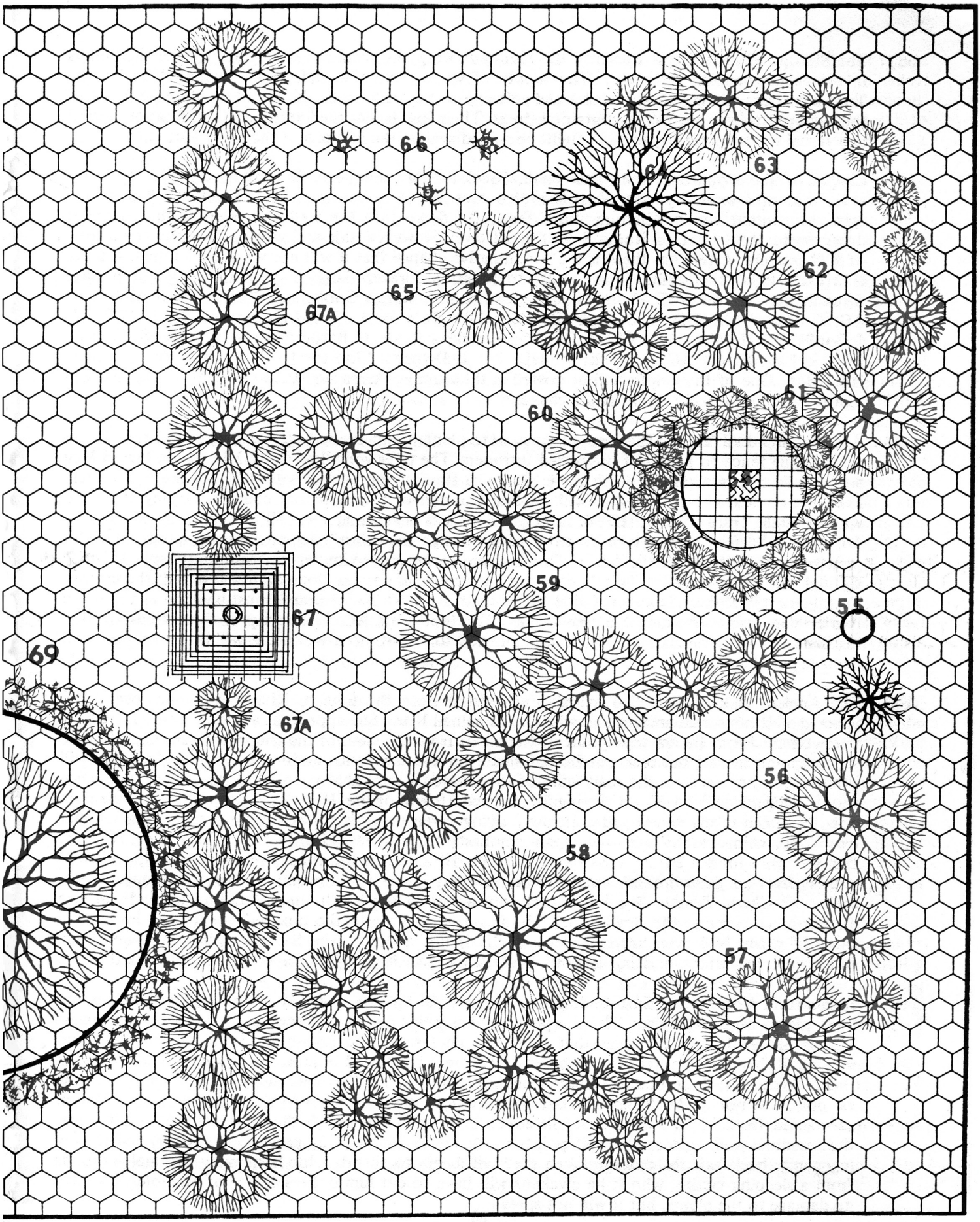
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66) **The Stumps of Lost Trees**: Recently the Minotaur King has been removing trees to fuel the boilers in the cellars beneath his palace. The supply of wood from the surface has dwindled lately (the Tribesmen are flexing their muscles and refusing to pay tribute to the Minotaur King). Several of the removed trees were Dryad-containing trees. Their loss is mourned and if this information is used as a verbal weapon, the Dryad's aid might be gained against the minions of the Minotaur.

67) **Chapel of the Wondrous Well**: This small, Greek-looking temple is flanked on all sides by a 10' stair, that rises vertically only 5'. It is roofed over and in its center is a 5' diameter well that may seem to contain water. Climbing more than 10 ' down into the well will teleport the character doing so to the center of Room 3 on the 1st level. However, this will work effectively for a total of 4 characters. After that there is a 5% cumulative chance that it will not work each time it is used. If it ever stops functioning, it will cease to function forever. This chapel is the only safe passage through the tree wall (67 A) and is guarded by a Minotaur, 5 Gnolls and 2 Lizard Men. Minotaur: AC: 6, Move: 12", HD: 6, Damage: Butt for 2 - 8, Bite for 1 - 3 and Halberd for 1 - 10, HP: 31. 5 Gnolls: AC: 5, Move: 9", HD: 2, Damage: Longbow for 1 - 6, Battle Axe for 1 - 8, HP: 8, 12 (x2), 14, 15. Lizard Men: AC: 4, Move: 6", HD: 2 + 1, Damage: Club for 1 - 8, 4 Darts for 1 - 4 each, HP: 10, 6. One of the Gnolls will be posted in the clump of trees near the teleportation pad and will report back to the guard group at the chapel.

67A) **Aroused and Evil Trees**: This row of trees were planted and trained by the Shamen, G'ruk, to act as a vicious fence to keep out unwanted intruders. The trees will allow cows, Minotaurs, Lizard Men and Gnolls to pass freely beneath them. But, if a Human approaches within 50' of them, they will lower a network of branches that will act like a barrier of thorns to any character trying to cut his way through. Trees: AC: 5, HD: 6, Damage: 3 attacks per turn at 1 - 8, HP: 33, 24 (x2), 37, 16, 21, 46, 27, 23, 26 (ten trees total). To cut a path through the thorn fence of the trees, a total of 40 hit points must be done to the fence. This will create an approximately man-sized tunnel, 15' long through the thorny barrier. This damage does not count as damage done against the trees themselves. To kill the trees, the trunks must first be reached. At least 20 hit points must be done to the thorn barrier that even surrounds the tree trunks. The thorns are AC: 7. The sap of these trees are fire-resistant and has a healing quality. If it is allowed to flow onto a wound. it will heal 1 - 8 points of damage per character.

68) **The Ancient Oak**: This walled in oak tree existed from the time of King Agamemnos over 1100 years ago. It houses an ancient and wise Dryad named Kore. She appears as a middle-aged, yet attractive woman. From the vantage point of the air or from the steps of the chapel (67) she can often be seen sunning herself between patches of shade on the lawn surrounding her tree. In fact, she will often couch her head on the scaly hide of the Golden Lizard that guards her tree. The lizard is not very intelligent and it will not distinguish between friend or foe. It has kept her safe for a millenium now, but both it and the Dryad are slowly dying. Even now his scales are losing their shine and her tree is becoming patchy with bare spots amongst the branches. Lizard: AC: 3, Move: 9", HD: 15, Damage: Bite for 4 - 24, 2 Claws for 2 - 12 each, HP: 59. The lizard has been permanently endowed with *Protection from normal Missiles*. Kore, the Dryad: AC: 5, Move: 12", HD: 2, Damage: 1 - 4, spells: *+2 Charm Person*. She knows her way about in the south wing of the palace and can give directions concerning the north wing. She has never been into the tunnels beneath and knows nothing of them. Not even hearsay. Because she is not a threat, the Beast Men have left her alone. But lately, the Minotaur King and his lieutenants have been eyeing her tree for the wood value.

69) **Jailers for a Noble Tree**: Surrounding the tree is a 12' tall stone wall that is topped with spikes and large pieces of broken glass. The sharpened spikes point outward. There is a gate to the northwest that is hidden by the brambles that guard the enclosure. The brambles are AC: 4 (tough!!) and require 50 hit points of damage to be given before a man-sized hole or passage can be cut through them. When cut, these brambles exude sickly smelling vapor that will cause sleep if a saving throw vs. poison is not made. Sleep will last for a number of turns equal to the character's constitution subtracted from 20. If a character falls asleep in a path cut through the brambles and is left there, the brambles will regenerate 2 hit points every melee round (they grow back swiftly) and if they regenerate back half the damage taken they will begin to absorb 1 life level every two melee rounds from a sleeping victim, who if he awakens will have to cut him or herself free of brambles. Fire will do damage to the plants, but it will not spread.

Guarding against aerial attack are 5 Harpies. They will sit on the southeastern roof of the palace and watch with malevolent little eyes as adventurers sneak by. If an assault is made on the hedge, they will swoop down, harrassing and attempting to *Charm* and lead victims away to be devoured. If an attempt to reach the Dryad is made through the air, the Harpies will immediately attack to kill. AC: 7, Move: 6"/15", Damage: 2 Claws for 1 - 3 each, and a Sword for 1 - 6, HP: 15 (x2), 11, 9, 19.

The Palace of the Minotaur King: This gleaming marble structure appears very Greek in design with a gabled roof, ionic columns and sculpture filled pediments. Although most of the original furnishings of the palace are long gone from continual use, the building itself remains structurally sound. The Rulers of this place have not allowed their subjects to deface the rooms and statuary.

70) **The Courtyard**: The courtyard of the palace is tiled with large, white marble panels. The two pools of water that flank the stairs going up into the palace itself are 10' deep and the water in them is 100 degrees Fahrenheit. The level of the floor of the palace itself is 10' higher than the level of the courtyard. Guarding the courtyard is a 5-headed Hydra, AC: 5, Move: 12", HD: 5, Damage: 5 Bites at 1 - 6 each, HP: 35. If wounded badly, the creature will try to escape into the temple area and raise an incredibly loud hissing and honking noise to draw reinforcements, which will come in the form of a group of wandering monsters from the Palace Encounter Table (if the encounter rolled is not one that would normally come to the aid of an embattled Hydra, the creature will have to finish its battle unaided. Embedded between the eyes of each head is a 100 GP sapphire.

71) **Temple Hall of the God, Zeus**: The stonework in this hall is ornately carved and richly decorated with scenes of battle, magic and the lives of the gods. Behind the statue on the west wall are a pair of crossed thunderbolts. The statue at the west end of the hall is of the god, Zeus. It appears as a bearded, muscular man clutching a pair of crossed thunderbolts in his right hand. If the statue is approached within 20', the sounds of thunder can be heard as if from a distance. The throne upon which the statue sits appears to be constructed of solid gold. It is not and is merely gilt marble (the gilding is worth over 1000 GP though). If the statue is touched, the toucher will recieve a mild, harmless, but tingly electric shock. The doors in the north wall seem to be constructed of solid gold, as do the doors in the south wall. Actually they are gilt wood. The secret doors in the south wall are disguised as relief sculpture panels.

72) **Throne Room of the Minotaur King**: This ornate room is where the Minotaur King holds his occasional court. The floor is carpeted, but the carpet is very worn and threadbare in places, with the marble floor showing through. The walls are decorated with alternating panels of low relief sculpture and panels of intricately wrought paintings of hunts, ceremonies, banquets, and orgies. The throne is large and crudely sculpted out of black stone with little or no decoration. It is, however, large enough to support the Minotaur's huge frame. The draperies on the walls behind the throne part in the middle and are woven of very tough fabric. They are a bit brittle with age though. The braziers to the right and left of the throne are wrought of iron and are quite rusty. They are usually lit and produce a dim light with little smoke. They are the only light in the room. There is a 30% chance that the first time the room is entered the Minotaur will be holding court and will have a squad of Gnolls present and one of his lieutenants, the Dog Brothers in attendance.

Stronghoen, The Minotaur King: AC: 6, Move: 12", HD: 8, Damage: 1 Butt for 2 - 12, 1 Bite for 1 - 6, Battle Axe for 2 - 16, HP: 50. This Minotaur is the descendant of a long line of Minotaurs who have consistantly produced intelligent offspring. It is suspected that his ancestors were magically altered in some way. Not only does this monster function as a powerful fighter, but he may also throw magic as a 6th level Magician with the following spells available: *Charm Person (x2), Shield, Sleep, Invisibility, Wizard Lock, Fireball, Haste* (these spells may be changed at the descretion of the referee).

The Gnoll squad is made up of 6 Gnolls armed with two-handed Swords. Three of the Gnolls will have Longbows. AC: 5, Move: 9", HD: 2, Damage: 1 - 6 with Longbow, 1 - 10 with Two-handed Sword, HP: 8 (x2), 9, 10, 14, 11. Each Gnoll will have 7 SP and 6 GP on his person.

Dog Brothers: These are crew of intelligent, man-like dogs. They act as guides and overseers for the rapacious Gnolls. These dog-men will rarely be seen out side of the palace level or its dungeon complex. If they are encountered, it will be as a commander of a Gnoll guard squad. The

Dog Brother, Bitterbark, AC: 6, Move: 12", HD: 4, Damage: Bite for 1 - 4 or by weapon type, in this case, a Sword for 1 - 8, Align: Neutral, HP: 17. Often a Dog Brother may operate solely as a Magic User, never going beyond the 5th level of expertise.

If the court is attacked, the Minotaur King and the Dog Brother will stick around long enough to ascertain the direction the battle is going and then if in danger leave by the quickest route available.

73) **The Singing Caryatids**: Three Caryatids (columns that are carved as sculptures, in this case as three beautiful nude women) support the lintel over this window. The caryatids are 8' tall and carved from white marble. From the floor to the ledge upon which they stand, the distance is 3'. From the outside lawn, the distance is 13'. If these sculptures are touched in any way, they will begin to sing beautifully, but loudly. This action will definitely draw the attention of any being in the southern wing of the palace. The singing also has the function that it acts as a *Hold Person* spell on any creature hearing it for the first time. However, a being listening to it may save as two levels higher. The singing will last 1 full turn and the *Hold* spell will last the entire duration. There is no way to stop the singing until it is finished, save destroying the statuary.

74A) **Storeroom Clerk's Office**: Seated at a desk in the north end of this room is a little man, about 40 - 50 years old named Grassus, AC: 9, Move: 12", HD: 1, Damage: Dagger for 1 - 4, HP: 7, STR: 13, INT: 13, WIS: 16, DEX: 12, CON: 14, CHR: 15. He can converse in the tongue of the Tribesmen, Gnollic, Minotaur and can read a smattering of the Thracian language (he can not speak it though). Grassus is the clerk in charge of The Minotaur King's food stores. He is a trusted slave and he prefers his position with the Beast Men to any possibility of freedom. Given the chance, he will escape and betray any intruders to his masters. If the room is entered, he will be going over the list of stores, written in Thracian, since the Tribesmen have no written language and the Beast Men's tongues are not suited to clerkly material. There will be 2 Gnolls in this room engaged in idle conversation and armed with Swords. AC: 5, Move: 9", HD: 2, Damage: 1 - 8 with Sword, HP: 13, 8. If attacked they will yell for help to come from Room 74 B.

74B) **Storeroom**: This is the palace's food warehouse. The walls are lined with shelves that are packed with urns, amphorae and boxes containing various foodstuffs. Items included will be: grain, wine, olive oil, dried meat (beef and Human), hard cakes, honey, nuts, flour, wild rice, spices, salt, dried fruit (apples and pears) and onions. The secret doors will be visible if the pile of boxes containing dried figs is moved. Guarding this room and supervising the Human slaves who are taking inventory are a patrol of 6 Gnolls, AC: 5, Move: 9", HD: 2, Damage: Morning Stars for 1 - 8, HP: 11 (x2), 9, 8, 5, 14, and a Dog Brother named Wuffletree, AC: 6, Move: 12", HD: 4, Damage: Bite for 1 - 4 plus 2 Daggers for 1 - 4 each, HP: 13, spells: *Charm Person, Detect Magic, Hold Portal, Sleep, Phantasmal Forces, Pyrotechnics, Haste Spell.* Wuffletree values his hide in the extreme and if faced with a with certain death (or even the possibility of death), he will surrender or flee.

75) **Lair of the Minotaur King**: This is the chamber that the King of the Beast Men calls home. It is high ceilinged and lit both by sky-lights and by the fire that 3 Minotauresses, paragons of bovine beauty, are tending upon which turns a spit containing the roasted carcass of a Human female. Running about the room will be 2 small Minotaur calves, butting and playing. There is a 10% chance that the Minotaur King will be in here (see Room 72). Minotaur Females: AC: 6, Move: 12", HD: 5, Damage: Butt for 2 - 8, Bite for 1 - 3 and/or Carving Knife for 1 - 6, HP: 29, 28, 20. The largest of the Minotaur Cows is the mother of the two calves and will fight berserkly (+2 hit probability and +10 hit points). The smallest Cow has a fairly high intelligence and has been taught to function as a 2nd level Magic User, using *Charm Person (x2).* The Minotaur Calves will attack immediately anything Human that does not resemble a slave and even then, they will roughhouse that person. The calves are only semi-intelligent and are always hungry. Calves: AC: 6, Move: 9", HD: 3, Damage: Butt for 1 - 6 points of damage and Bite for 1 - 2, HP: 13 (x2).

The room is furnished with several stone benches draped with furs. One of the benches is actually a chest containing 1000 GP, and a Potion of Heroism.

The "secret doors" to the temple are not secret from this side. However, they are trapped. If the stone face in the center of the right hand door is not spun so that it is upside down when the door is opened, a hail of large rocks will be dropped on top of victims for 4 - 24 points of damage each (no saving throw).

76) **Stairway into the Dungeons**: This stair leads down into the dungeons and lower recess of the palace itself. Since the Beast Men took over, the stair has been rigged with a pair of traps firing 3 Spears each (see Room 76 on Level 4 Map). These traps are maintained regularly and were set up to keep slaves from escaping this way or from bothering the Manticores in Room 94. The traps will be fired off horizontally to hit chest high at the point marked on the map. They will hit as if thrown by a heavy Crossbow being fired by an 8th level fighter. Any, repeat, any noise in this stair will alert the manticores to the presents of visitors. The manticores will then prepare an ambush if the correct password is not spoken. (Determine password in effect below.)

Passwords

1) The Rocks Bleed Black Blood
2) Speak the Spell
3) Lost Lairs of the Lizard King
4) Dead Men Tell No Tales
5) Kill the Humans
6) Thanatos is Dead

If the password is spoken, the Manticores will judge the speaker to be alright. The commander of each patrol of all the different species will know the password.

77) **Pool of Watery Wonders**: While this is not a magic pool, in and of itself, it can be used to work magical wonders. The pool was originally a bath and is still heated from below. The water is 120 degrees Fahrenheit and the room is filled with water vapor. The floor is tiled with glazed ceramic and set in various aquatic designs portraying fish, nymphs sea gods and sea monsters. Occasionally it is still used for this purpose by the Minotaur Cows in Room 75. It has a second purpose, much more arcane though. Located at the 4 cardinal points of the compass (N, E, S, W) are 4 white, marble bowls mounted on 3' tall pillars of black marble. The bowls are empty, but there is writing in magic on the rim of each bowl. The bowls are magic devices, using the water from the pools to power them. The Minotaur King knows the function of them, but he has never used any of them. If necessary to protect his domain, he will. The Dog Brother, Wuffletree, has used all functions of the pool (including bathing) except for its *Conjure Elemental* power.

North Bowl: This bowl's writing describes the process for summoning a water elemental. The process requires filling the bowl with water from the pool and speaking the proper ritual. The process will summon in one turn a 12 die water elemental that will use all the water in the pool to form itself. AC: 2, Move: 6", HD: 12, Damage: 3 - 30, HP: 53. It is immune to non-magic weapons.

East Bowl: The writing on this bowl describes a process by which the person casting the listed spell may cause the bowl to operate as a *Locate Object* spell of unlimited range (unlimited as far as the dungeon is concerned, it will not work on anything outside of the caverns). Once the water is magicked, a needle or pointer will seem to appear on the surface of the liquid and point in the direction of the desired object, even pointing up or down. The bowl is designed so that the water may be poured off into a different vessel and thus become portable. Once the item is found, the water vaporizes (doing 1 - 3 points of damage to who ever is holding the bowl or container, unless they are protected from heat damage). Spell will last 1 - 6 hours.

South Bowl: This bowl will function as a special clairvoyance spell when properly magicked. It will reveal any desired location within the caverns of Thracia. It will reveal up to 4 separate locations (if a random room is asked for or if no specific room is desired, roll on a d100 and check the room indicated). The room desired will appear in the large pool.

West Bowl: This bowl is the teleportation bowl. It specifies that for it to work, the south bowl must first be activated and a destination determined (you see, it only works inside the caverns and provides a one-way trip). Then the east bowl must be brought into function and the locate object power brought to bear on the room depicted on the pool. At this point the teleportation unit is primed and the image in the pool will disappear. As long as there is water in the three bowls and the pool it will stay primed. There is a cord on the underside of the west bowl that will open up a drain in the bottom of the vessel. Once pulled the bowl will drain in 1 melee round. The teleport is activated by jumping into the 4' deep pool. The jumper will then arrive, slightly damp, at the predetermined site. If neither the clairvoyance bowl, nor the locate bowl is used then a random destination will be determined and those entering the pool will be sent there. However, there will be an error factor of 1 - 10 involved. See below.

A roll on the percentile die of 01 - 50% indicates that teleportees reached their destination with an error factor of no more than 1 - 6" too high, incurring no damage as they land, only a lack

of initiative if placed in a problem situation (subtract 1 point from initiative roll for each inch that a teleportee lands too high). A roll of 51 - 90% indicates that the teleportees came in 1 - 20' too high and a resultant drop will do damage equal to 1d6 per 10' of fall. Also, victims may lose a chance for an initiative roll (this is up to the referee) if they are dropped into a situation requiring such a roll to be made.

A roll of 91 - 00% indicates that the victim has come in too low by 1 - 10'. This could have several possible results (mostly instant death) and it should be up to the referee to determine those results on the situation involved.

The only escape from death when a limb or limbs are partially entrapped is by immediate severance of the trapped member, but this should be up to the referee.

Back to the bowls. Removing them will destroy their power.

A water elemental may be sent through the teleport by setting up the teleport and then creating the elemental who will then be sent to the desired location, emptying the pool of all water. This is one way in which the Minotaur King might wreak revenge on intruders. Set up the locate so that it shows the offending party, whereever he, she or they are, and send the elemental through to them, maintaining control by viewing the scene in the clairvoyance bowl. The water in the pool will refill in three turns.

78) **Weapons Room of the Dog Brothers**: This is a once ornate room that has ratty drapes that hang from the ceiling down to about 10' from the floor. The drapes are torn and ragged (what remains of them) and all color has either faded from them or is covered by dense soot. The ceiling and upper walls are also coated with a thick layer of carbon black. The room is lit by light filtering in from the skylights in the ceiling and from the campfire in the south end of the room. Several shields of tribesmen make hang from the walls and in the northeast corner is a pile of weapons containing a stone mace, a bronze sword, a morning star, a two-handed sword (broken at the hilt, it is in two pieces) and a spiked ball off of another morning star. Two lizard men will be practicing with weapons while a third looks on. Lizard men: AC: 4, Move 6", HD: 2 +1, Damage: club for 1-8, 4 darts at 104 each, HP: 11, 13, 10. The heavy wooded doors on the east wall are barred from the other side to prevent entry.

79) **Lush Lair of a Dog Brother**: The short hall connecting rooms 79 & 80 is dark except for a flickering candle stuck in a sconce at the east end of the corridor. The door to room 79 is ornately carved with images of goddesses and concubines. The room itself is illumed by a pair of candles that glow with continual light. If other portions of the palace are grim and devoid of finery, then here it must all be collected. Rich, bright tapestries hang on the walls, depicting the goddess of love and her paramours. The floor is covered with a deep luxurius carpet of brilliant color. The east end of the room is deep with cushion and furs. A low table at the west end is set with artfully cut crystal ware. There are ripe fruits set out and on the table is a huge roast of beef, seemingly simmering with juices. The table is magic. It will conjure up enough food to feed eight people daily. The food will always be different from day to day and it will be rich and tasty. (*Create Food* spells were never like this!!) The table is delicate. If dropped it will splinter and break. Its weight, at most, is no more than 250gp and it is 3' x 3' x 2½'. There is a 25% chance that it will still function, but that the food it produces will be foul tasting or foul looking and have a 40% chance of being poisonous.

Two female dog brothers named Spittletongue and Sniffletail (dog sisters in this case) will be in this chamber. One will be eating at the table, the other will be giving suck to a litter of 6 pups. AC: 6, Move 12", HD: 4, Damage: bite for 1-4 +1 dagger for 1-4, HP: 18, 18. The pups are AC: 9, HD: ½, HP: 5, 5, 5, 5, 5, 5.

80) **A Second Lush Lair**: This room is much the same as room 79. The door into it is carved with scenes of passion. The room itself is hung with ornate draperies, sewn and stitched artfully with gold and silver thread. The floor is thickly carpeted and cushions lie about everywhere. There is a tray of food on the floor containing 4 goblets of wine, a huge portion of roast beef and several spice cakes. A dog brother, Wark, AC: 6, Move: 12", HD: 4, Damage: sword for 1-8 and bite for 1-4, HP: 20, is being entertained by a trio of comely (to another dog brother) young dog sisters, Flashtail, Prettyclaws and Pinkfang, AC: 6, Move: 12", Damage: bite for 1-4, HD: 4, HP: 26,19, 25. There is a chest against the north wall covered by furs containing 8000cp and 2000gp.

81) **A Gnollic Guardpoint**: Ever watchfull at this point are a squad of 6 gnolls, AC: 5, Move 9", HD: 2, Damage: two-handed swords for 1-10, HP: 9, 8, 7, 10, 10, 6. The air in this room, besides being

permeated with the odor of raunchy gnoll, smells heavily of cooked food. Each gnoll will have 4sp & 2 gp on his person. A fracas in here will draw wary minotaurs from room 82.

82) **Kitchen**: This steamy, warm room is the kitchen for the bulk of the troops living in the palace. The food cooked here is neither eye-appealing nor taste-tempting. It all looks like a grey mush with greasy lumps floating in it. If it can be gagged down, it will serve as rations. The stuff will, also, keep for up to a week, then it will begin to get moldy (which actually seems to improve the taste, even though eating it then will cause botulism—a form of food poisoning). Tending the kitchen are 6 human slaves. The slaves have never known any other life than living in the palace. They speak the language of tribesmen and gnollic. They are AC: 9, Move: 9", HD: ½, Damage: 1-2 or by weapon type, HP 1, 2, 4, 4, 3, 3. They are as follows: 2 attractive young females, a male child, an old woman and a young man. These particular slaves sleep here at night (a dimming of the overhead lights). They will be scared out of their wits by intruders. Guarding the slaves and the kitchen from invasions of hungry residents are a pair of minotaurs aptly named Moos and Hormi, AC: 5 (skin & shield), Move: 12", HD: 6, Damage: Butt for 2-8, bite for 1-3 or battle ax for 1-10, HP: 35, 31. These boys do not fight in silence and will moo for all they're worth while fighting. This will begin to draw at least one party of wandering monsters and should draw all troops within 50' into the fray.

83) **Office of the Guard**: This is the cheif guardroom and in it will be the commanders of the various beast-men, discussing placement of guards, expansion of patrols and procurement of more slaves and supplies. Gradsh, commander of the gnolls, AC: 5, Move: 9", HD: 2, Damage: two-handed sword for 1-10, HP: 16, Bullick, chief of the minotaurs and second in command only to the minotaur king (also his oldest son), AC: 6, Move: 9", HD: 6, Damage: battle ax for 1-12, HP: 43. Barkbite, hetman of the dogbrothers, AC: 4, Move: 12", HD: 4, Damage: sword for 1-8 and/or bite for 1-4, HP: 30. Hssssdk, warleader of the lizard men mercenaries, AC: 4, Move: 6"/12"(swimming), HD: 2 +1, Damage: sawtoothed club for 2-9, 4 darts for 1-4 each, HP: 16.

There will be a gnoll guard, AC: 5, Move 9", HD: 2, Damage: halberd for 1-10, HP: 11, 14 at each of the doors to the hall. They will be inside the 83 area (the halls, not the room) with their backs against the east wall, facing west, very alert.

In this room will be a locked case containing the valuables of the commanders The case will contain 4000cp and 2000gp, in small bags of 100 coins each. There will be crude maps of the dungeon complex known to the beast-men rolled up on a desk. The maps will include portions of the first, second, third and forth levels, but no secret areas or sublevels will be indicated.

84) **Beam of Blasting Light**: This room is a large dome, 50' in diameter and 40' from floor to peak. Although there is no hole in the ceiling, there appears to be a shaft of sunlight coming out of the ceiling. The light forms a 10' diameter circle on the floor, directly in front of the secret door. The sound of light sizzling can be heard. Chained in the center of the floor and spread-eagled, face up, is a 4th level tribesman cleric named Holoste. He was captured by a lizard men patrol and was the only member of his band not to be torn apart and eaten. He is AC: 9, Align: LE, Move: 12", HD: 4, damage: by weapon type, HP: 21, Spells: *Cure Light Wounds, Protection from Good, Find Traps.* His group was caught on level 2 in room 31. The shaft of light is slowly moving down the wall and has reached the floor, moving at a rate of 5' per turn. In three turns the light will be falling on Holoste. The light does 8D6 of damage every round. The light causes intense heat. A saving throw vs dragon breath will save the victim from half the damage. There will be 3 gnoll cubs waiting for Holoste to die (see room 87).

85) **An . . . Empty Room**: Yes! In every dungeon complex there has to be at least one. A room with nothing interesting in it. A space to rest momentarily from pursuit. A place no monster would think to look. This is one of those places. Except for a giant pair of baleful, glowing amber-colored eyes on the north wall and secret doors hidden in the east, west, and south walls, disguised as unadorned marble panels, there is nothing here. Did I mention that the eyes radiate a definite feeling of evil and seem to chill the very soul? Well, they do. Any character staying in this room more than 3 melee rounds must save vs magic or he will think he is being paralyzed (a delusion).

86) **Hall of Harrowing Hands**: (Actually this is a stairway. but stair isn't aliterative with hands) When this room is entered, the walls will seem to sprout hands on long arms. The hands will be the temperature of rock but will be fairly soft. All they will do is feel anything passing through them. The walls on both the east and west sides of the stair will sprout hands for a distance of 20' down the stairway.

Officers of the Guard

The hands are harmless unless they are attacked (AC: 8, Move: 0, HD: ½, Damage: attack as 4 hit dice monsters for 1-4 each, HP: 2 (x 70)). Each 10' section of wall will contain 10 hands. The arms telescope and can reach 6' out into the stairwell. Fire will not harm the hands, but a fireball will paralyze them for 1-4 melee rounds. Once the hands have been irritated, they will not calm down for 12 turns and will try to attack anything trying to pass through at that time. (2-8 will attack each person each round.) They will continue to remain agitated for 2 hours after every encounter in which they are damaged or attacked.

87) **Habitat of Gnoll Females and Cubs**: Whatever this room may have served for before, it is now the home for 20 female gnolls, AC: 7, Move: 9", HD: 2, Damage: 1-8 or by weapon type, HP: roll as necessary. These females gnolls will normally not attack if the room is entered. Nor will they get upset if a cub is killed. However, if the females themselves are attacked of intruders begin a wholesale slaughter of the young, they will attack and fight to the death. Along with the females are 35 cubs that are from a few weeks old to almost a year old. The gnoll matures quickly and within four and a half years they are full grown and capable of reproducing. The cubs are AC: 7, Move: 8", HD: ½, Damage: bite for 1-3, HP: roll as necessary. Roll a D6 to determine size. A 1-3 indicates hit dice are D4s. A 4-5 indicate full D8s and a roll of 6 indicates an almost full-grown youngster who ought to be in military training with 1 +1 hit dice.

88) **The Inner Habitat**: These are the older gnoll matrons whose wisdom rules this small tribe. gnoll males only know how to bully and fight, so the females must control the society, allowint the males to think they are in control and making the decisions. There are 6 old gnoll females in here, AC: 7, Move: 6", HD: 2, Damage: bite for 1-3, HP: 12, 11, 2, 9, 14, 8. They will have 3 or 4 young cubs, HD: ½ in the room with them. In a box in the NE corner (an old gnoll is sitting on it) are 1000 gp and 5 small semi-precious stones–4 100gp ambers and 1 50gp turquois.

89) **Temple of Teleportation**: This is yet another temple area in the palace. The 10' square patterned area on the map represents a 3rd teleportation pad that will take troops directly to the pad in room 54. In baskets to either side of the pad are small glass marbles. If one of these marbles is carried on the pad and the pad in room 45 is activated, the teleportee will be transported to room 45 instead of room 54. For safety's sake, none of the troops garrisoned on the first and second levels carry these marbles. Guarding this area are 4 warrior minotaurs, AC: 6, Move: 12", HD: 6, Damage: butt for 2-8, bite for 1-3 or battle ax for 1-10, HP: 32, 25, 23, 34. The upper reaches of the walls are decorated with friezes of titanic battles between beast-headed men and heroic gods and goddesses. Located at the north and south ends of the room are piles of rubble that appear to have once been statues.

90) **Connecting Hall**: This short hall connects the three gnollic warrior barracks together. There is a 50% chance that a single guard will be on duty here at all times. AC: 5, Move: 9", HD: 2, Damage: 1-6 with crossbow and 1-8 with morning-star, HP: 11.

91-93) **The Barracks of the Gnoll Guards**: These three rooms house the warlike male gnolls of the tribe. Each room quarters approximately 20 gnolls (patrols are in and out so often that it is never certain where a specific gnoll will be at a given time. They just sleep here when off duty on this level. Because of the transient nature of the occupants, there will be no treasure in this room, except what is on the person of the individual creatures. Each room will have from 6-11 occupants in it at all times. Gnolls are AC: 5, Move: 9", HD: 2, Damage: 1-8 or by weapon type, HP: roll as necessary. At least 60% of the room's occupants will be asleep. The remainder will be eating and gambling for personal stakes. Each gnoll will have from 1-12sp and 1-8gp. In the southeast corner of room 93 is a 5' square secret trapdoor on the floor. It opens on a 5' square shaft with stone walls and rungs set into the stone. It goes downward 70' to room 115. This trapdoor is hidden from view by a pile of ratty sleeping rags.

Level 4

LEVEL FOUR

94) **The Manticores**: These are the two manticores mentioned in stairway 76. If any noise is made while while descending the stair, the manticores will be alerted and will wait for a password (see 76) to be spoken. If the word is not spoken or is incorrect, they will attack, surprising on a D6 roll of 1-4, with volleys of spikes. The manticores are AC: 4, Move: 12"/18", HD: 6 +1, Damage: 2 claws for 1-3 each and bite for 1-8 and 24 spikes for 1-6 each, HP: 41, 38.

The ceiling of the room is 30' high and the walls are decorated with flaking wall paintings of sumptuous banquets and expansive gardens. There are a few rotting wood couches strewn about the room and some shattered marble slabs may have been tables. This was once a banquet hall. Leaning up against the north wall are 6 heavy ceramic urns. Each contains approximately 660 gold pieces. At the bottom of urns 1 and 5 are potion bottles. Number 1 is a potion of Hill Giant control while number 5 if polymorph self. In urn 6 is a +2 chaotic evil sword with a dark blue blade.

95) **A Vacant Chamber**: The walls of the rrom are carved with bas-relief friezes of men fighting beasts of all sorts. Both doors out of (or into) this room are locked. If entered from the south or east there is a 25% chance that 1 or both manticores from room 94 will be in here.

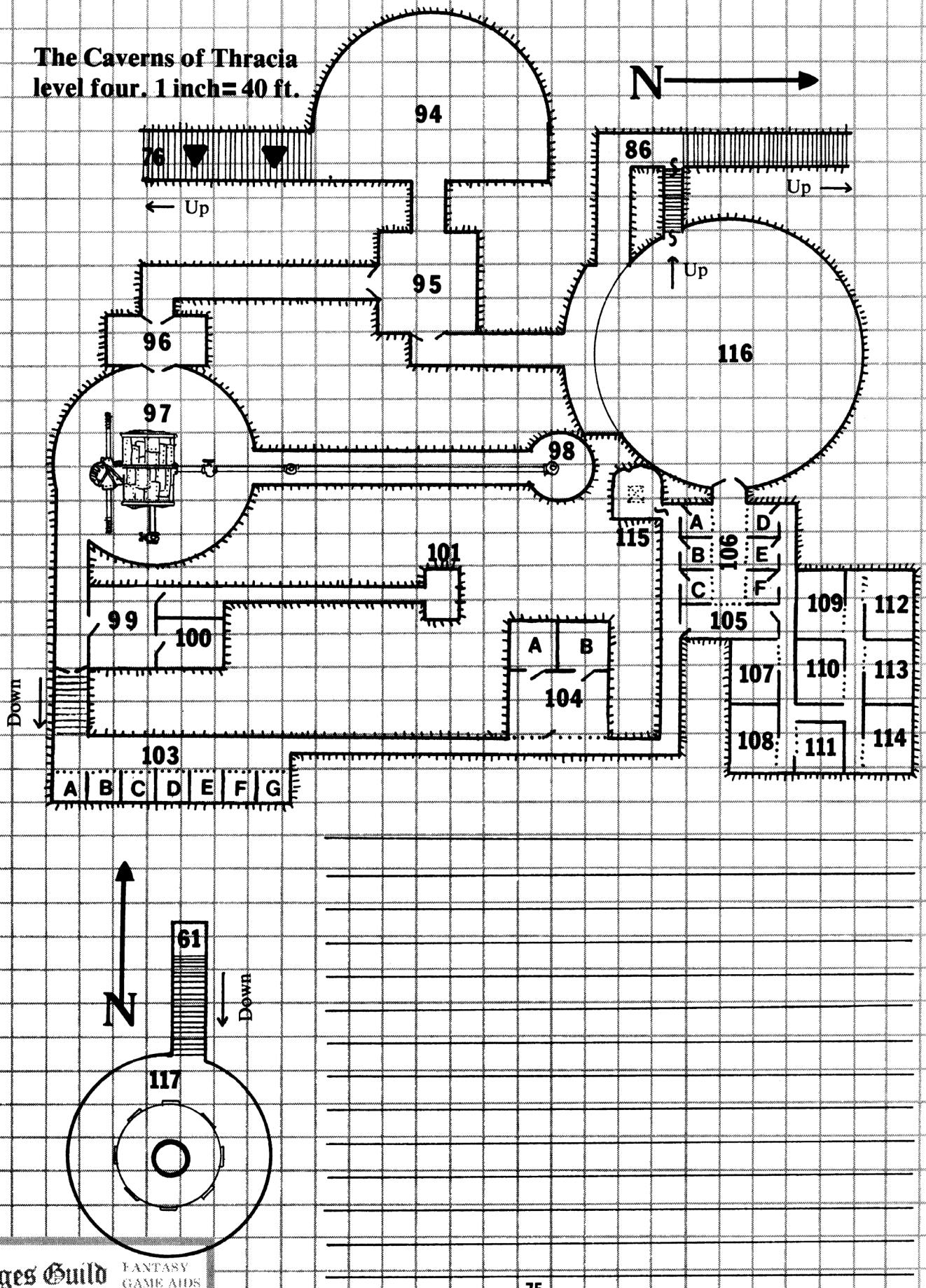
96) **A Lizard Men Guardpost**: There will be 4 lizard men, AC: 4, Move: 6", HD: 2+1, Damage: club for 1-8 4 darts for 1-4 each, HP: 8, 10, 11, 14. The heavy oak doors into this room are barred from the inside and will be -2 on breaking down. If more than one assault is made on a door, there will be 8 extra lizard men from room 97 waiting to do battle.

97) **The Bilious Boiler Room**: This is the source of the hot water in the various pools and basins on this level of the Palace. The boiler is a huge bronze contraption that is fired by wood placed in a firebox beneath it. The room is full of smoke and steam. Working the great pump bellows are 10 slaves while another 2 slaves feed wood into the firebox. Pipes lead up to the pools and are controlled by two large valves. Guarding this room are 10 lizard men, AC: 4, Move: 6", HD: 2 +1, Damage: clubs for 1-8 and 4 darts for 104 each, HP: 7, 7, 7, 7, 11, 6, 4, 5, 9, 13. If these lizard men go into combat with intruders, at least 2 will always stay guard on to prevent any escape of the slaves. The slaves are all male and in pretty sorry shape, AC: 9, Move: 9", HD: ½, Damage: by weapon type only, HP: roll as necessary. The boiler is AC: 3 and it will require 25 hit points at any given location to puncture it. If the water is spilled out, it will do at least 1D8 of damage to any creature it touches (heat damage) for 2 melee rounds thereafter.

98) **The Guard at the Pipe**: A single lizard man guards this pipe from damage and inspects for possible leaks. While it is not smokey down at this point, it is still steamy (the lizard men enjoy that). The lizard man is AC:4, Move: 6", HD: 2 +1, Damage: club for 1-8 and 4 darts for 1-4 each, HP: 11.

99) **Barracks of the Lizard Men Mercenaries**: At any given time there will be 3-12 lizard men in this chamber, resting and devouring various disgusting foodstuffs. If surprized it will take them at least a full melee round to arm themselves. The lizard men are AC: 5 (they will not have shields immediately handy), Move: 6", HD: 2 +1, Damage: 2 claws for 1-3 each and a bite for 1-8 or club for 1-8, HP: roll as necessary.

100) **Shrine of the Ancient Ones and Treasure Vault**: This is the worship area of the lizard mercenaries. It is a form of ancestor worship. Over the centuries, the lizards have discovered various treasures and items that are both valuable and related to the ancient lizard culture that once existed. A simple stone carving of a lizard man is set up on a short piece of marble pillar and has flayed human skin draped over it. The eyes are mismatched, though. The left eye is a 1000gp peridot and the right eye is a 5000gp sapphire. Elsewhere on the carving there is a 500 gp jade stone and a 10gp amber chip.


The Caverns of Thracia
level four. 1 inch = 40 ft.
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Up
86
Up
Up
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97
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117

On a tray in front of the small altar there rests two potions and a rolled scroll of some ancient, tough skin (possibly dinosaur hide). One of the potions is human control and the other invisibilty. The scroll has a curse on it and will polymorph the opener into a small, extinct reptile, AC: 6, Move: 12", HD: 1, Damage bite for 1-3, HP: 7 and unintelligent. A saving throw against magic is applicable. To read the scroll a *Read Languages* spell is necessary. It is a map that will lead to the location of the grand temple of the reptile race. It will only show the location of the door into the area from 53 and will, also, reveal the entrance to that chamber.

This shrine is guarded by a pair of fanatic lizard men, AC: 4, Move: 6", HD: 2 +1, Damage: club for 1-8 and 4 darts for 1-4 each, HP: 8, 8. Both lizardmen know the function of the human control potion and will attempt to drink it if they are attacked. They do not know the function of the other potion, but are aware that the map is a great artifact, even though they do not know what it is. Stealing the shrine or its gems will cause every lizard man mercenary to desert his post and come looking for the thieves. Within 15 turns of the theft, they will have used the pool in room 77 through the help of one of the dog brothers, and from 5-25 lizard men will teleport directly to the location of the gems and fight like berserkers to the death to regain their holy object. This will continue once every 4 turns until a total of 60 lizard men have been killed or the shrine and its valuables are returned.

101) **Green Slime Garderobe**: A garderobe is a medieval version of indoor plumbing. This room and 30' of the connecting hallway are coated in a thick, juicy layer of green slime (harmless). On the north wall of the room itself, in the center of that wall, it appears that there may be a door. There is not a door, it just looks like there might be one.

102) **The Mysterious Missing Chamber**: Look as you might you will not find this room on the map. It never was there and exists only in the mind of the designer, who refuses to admit that he may have made an oversight when numbering his creation and doesn't feel like sticking the number "102" somewhere on the map and letting it go like that.

103) **The Cells of the Tribesman Slaves**: All the tribesmen will be AC: 9, Move: 9", HD: ½, Damage: by weapon type only, HP: roll as necessary. During the "Daylight" hours, there will only be 1-2 slaves in each cell and they will be older ones. At night, all slaves will be in. They are taken to their various jobs around the palace up through room 97 over to stair 76 and into the throne room. Old slaves, useless to their masters, are left behind to take care of the cells.

A. 5 slaves: 3 men, two women
B. 4 slaves: 1 man, 2 old women, 1 girl
C. 5 slaves: 3 men, 1 woman, 1 boy
D. 4 slaves: 1 man, 3 old women
E. 5 slaves: 2 men, 2 women, 1 old man
F. 6 slaves: 1 man, 3 women, 1 old woman, 1 boy
G. 5 slaves: 2 women, 1 old man, 1 boy, 1 girl

104) **The Torture Chamber**: Although this area is not normally used, captured adventurers will be brought here and placed into 104A. The door is solid oak and locked. All possessions will be placed in 104B except for items of obvious value which the gnolls and dog brother in charge of this area will place in room 115. The room contains various archaic modes of torture. Very few of them will be as sophisticated as current contraptions but they will do the job. If a character is indeed tortured (a 40% chance if they carried any valuables on them or spoke cryptically to their captors or if part of the intruder party got away) a mode of torture will be selected that will reduce a characteristic by 1 point for each full turn the torture is applied. Use this chart to determine the characteristic in a random manner: 1=Strength; 2=Intelligence; 3=Wisdom; 4=Dexterity; 5= Constitution; 6=Charisma; 7=2 characteristics will be affected, reroll; 8=1 will be affected, but twice as fast, reroll. The application of *Cure Serious Wounds* will heal 1-2 points of damage but may only be done once and to only 1 characteristic affected, when more than one is. A characteristic that is damaged will naturally heal back 1 point (in a month) but all other loss to that characteristic is permanent unless healed as above. A limited wish would, also, remove damage taken. Thus, if a character was tortured and lost 3 points of intelligence and 4 points oc charisma, he would heal back 1 point of each in one month's time and a cure critical wounds could reduce the damage further to one of the characteristics by an additional 1-2 points. Note: If Constitution is reduced below 3, the character will die. Characters should be informed each turn that they are tortured that they have lost a certain amount of points. Each time a character is tortured, the affected characteristic should be determined anew.

This room is run by Dog Brother Fangfriend, AC: 6, Move: 12", HD: 4, Damage: Sword for 1-8 or Bite for 1-4, HP: 21; and three Gnolls, AC: 5, Move: 9", HD: 2, Damage: Halberds for 1-10, HP: 6, 11, 8. They know of their secret treasure secreted away in Room 115. If they are tortured or threatened with loss of life, they might reveal the location of the treasure.

105) **An Abandoned Guard Room**: This room is devoid of contents, but it appears to have been once used as a guard room. On the west wall, to the south of the bars, there is a series of three levers. Pulling down on one of them will raise the bars in one of the left set of cells for Room 106. The lever that is farthest south of the bars will open gate A and so on. To the north of the bars on the same wall there is another set of 4 levers. The lever that is farthest north from the bars is down already and it will be visible that the gate in Room 106D is up. The lever closest to the bars will open the gate into Room 116 from Room 106.

106) **Gladiatorial Cells**: In these cells the combatants in ancient gladiatorial contests were held. Now they are empty except for small rats and spiders. The floor is covered with ancient straw. The gates are all down except for Room D which is up. The doors to Room 116 are closed. The cell gates are controlled by levers in Room 105.

107-114) **Ancient Animal Holding Cells**: These barred rooms were once used to keep the animals for gladiatorial combat. Various types of creatures were once kept in these rooms, but none now remain. Only three of these rooms contain anything at all and they are listed below:

108) **Minotaur Lair I**: In this cell are a Minotaur Cow and her 2 Calves. The Cow is AC: 6, Move: 12", HD: 5, Damage: Butt for 2-8, Bite for 1-3 or Mace for 1-8, HP:26. The two Calves are AC: 6, Move: 9", HD: ½, Damage: nil, HP: 3, 3. The Calves are only a week or so old. There are 600 GP in a wooden chest against the south wall.

111) **Minotaur Lair II**: This lair also contains a Minotaur Cow, however, she is older and past child bearing. She has above average intelligence for a Minotaur. Her name is Bova, AC:7, Move: 6", HD: 5, Damage: Butt for 2-5, Bite for 1-2, no weapon, Align: CN. She speaks Gnollic, Minotaur and Tribesman. The old lady is partially blind and if attacked she will not try to defend herself. Her grandson is the Minotaur King.

112) **The Treasure Trove of the Minotaur King**: In this room there will always be a large Minotaur and a magic-using Dog Brother, guarding the King's treasure. The Minotaur, Thundahuuf, AC: 6, Move: 12", HD: 6, Damage: Battle Axe for 1-12, Butt for 2-8, and Bite for 1-3, HP: 40. The Dog Brother, Woofworth, AC: 6, Move: 12", HD: 4, Damage: Bite for 1-4 or two Daggers for 1-4 each, HP: 19, spells: *Charm Person (x 3), Magic Missile, Web (x 2), Haste*. The treasure consists of a large box of stone containing 2000 SP and 5000 GP. Buried under the coins is a locked iron box of ingenious design and ornately wrought, studded with 4 diamonds and valued at 4000 GP. This box may be opened, but doing so will release a creature exactly like the one guarding the chests in Room 33 (see 33 for details on the Disembodied Mouth) Inside the iron box is the following: a Ring of Contrariness, a Marble Elephant (the miscellaneous magic item), a Sword Sheath formed of thin plates of citrine valued at 1700 GP and a set of gold, solver and pink coral Beads worth 2900 GP. High, on an apparently empty shelf in the southeast corner of the room, is an invisible box. Not even the Minotaur King and his minions suspect its presence. Inside the box are two items, a glowing, green glass globe and a strange contraption made of brass that appears to be a box with a hand pointing upward on its top and a hand crank on its side. The glass globe is the powering element for the teleporter in Room 89. If it is broken or taken out of the palace, the glow will fade and the teleporter will cease to function, neither sending nor recieving. The brass box is a summoning agent for the basket that lower from Room 126. By turning the crank and pointing the hand skyward, a small, magical electric force will be generated which will cause the basket to descend to the floor of the 3rd level. The crank must be turned continuously until the basket reaches the ground. It will only work outside of the palace. It will take approximately 1 full turn for the basket to descend and at least a melee round for it to be visible below the mists which blanket the ceiling of the cavern. These two items were hidden here by the last remaining Humans in the palace when the Beasts took over 1100 years ago.

115) **Torturers Treasure**: This small, roughly carved room has a chimney of shaft leading up from its low (6') ceiling to Room 93. Buried under a tile in the floor and covered with dirt is the treasure that the torturers in Room 104 have extorted from their victims. The treasure consists of 200 SP, a Silver Amulet worth 50 GP and a Cloak woven of mithril thread/wire and studded with bloodstones valued at 2300 GP.

116) **An Ancient Arena**: This large room has a sand covered floor. The distance from floor to ceiling is 40'. The open section along the south wall originally housed ornate box seats and elegant draperies. All that remains are a few shattered statues and some ratty shreds of faded fabric. The distance from the sand floor of the arena to the balcony is 20'. There is a 25% chance that a band of Lizard Men will be in here practicing with swords. If so there will be 6 Lizard Men, AC: 4, Move: 6, HD: 2 + 1, Damage: 1 - 8 with Sword, HP: 9 (x3), 13, 11 (x2). The Lizard Men will be at -1 hit probability because of unfamiliarity with their weapons.

117) **The Lost Escape Tubes**: This is another secret device whose purpose and knowledge of existance was lost in the Beast Man coup over 1100 years previous. Located under the roots of Tree 61 is a rusted bronze trap door. It is covered by several inches of sod and dirt. If the dirt is moved, a 5' square, verdigrised bronze door will be visible. This must be pried open to reveal a 10' drop to a 10' square room with a stair leading down out of the south side. The stair opens up on a large circular room with a 30' ceiling. There will be roots hanging down from the ceiling. The prepossessing item in the room though, is a polished bronze dome in the center of the room. It is 30' in diameter. Rising up from the center of the dome is a 10' diameter transparent pillar that seems to be filled with gurgling water, rising upward. Located at 8 points about the circumference of the dome are openings with hinged doors on them. If these doors are climbed into and sealed from the inside, it will form eight small can-like containers which will then be released into the rising water and be carried up to the 2nd level to rise up in Area 34 and float down stream. If passage is not stopped by the spiderweb at 32, it definately will be stopped by the bridge at 28. This whole complex was designed as a last resort escape route but was never used.

This ends the description of the rooms, chamber, caverns and traps of **The Caverns of Thracia**.

Happy Adventuring! Paul Jaquays

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The Caverns of Thracia

They Have Been Waiting.

For over a thousand years the things that lurk beneath the waters, skulk in the darkness and lie hungrily in dank crypts have been patient, while all around them men and monsters bicker amongst themselves, bold enough to traverse the dark caverns' depths, but afraid or perhaps wise enough to leave the forgotten vaults and hidden passages alone.

And still, *they* wait, undisturbed. *They* are waiting for you!

Judges Guild

DCC CONVERSION OF THE CAVERNS OF THRACIA

Chapter Three

INTRODUCTION

The Caverns of Thracia is a DCC RPG adventure for four to six characters of 1st-level and higher. It is not possible to complete this adventure in a single session, and judges are encouraged to view this adventure as a miniature campaign setting. In accordance to its old school design, it is recommended that, at the end of each session, the PCs retreat back outside to a nearby basecamp to rest and recover (circumstances permitting). Without having the opportunity to do so, the party's chances of survival at lower levels grow increasingly slim.

This adventure is best viewed as a campaign setting, and judges may find that the PCs may need side adventures to earn requisite experience to be able to continue their level advancement to keep up with the increasing difficulty of the caverns.

It should be noted that, throughout the adventure, the term "beast men" is used to refer to a number of monstrous races, including minotaurs, lizardmen, gnolls, and others, The creatures within the caverns are aware of one another and mostly work in concert, save for the tribal humans and the varied species of beast men. Since they don't frequent the same areas, there is little interaction between them except for constant raiding.

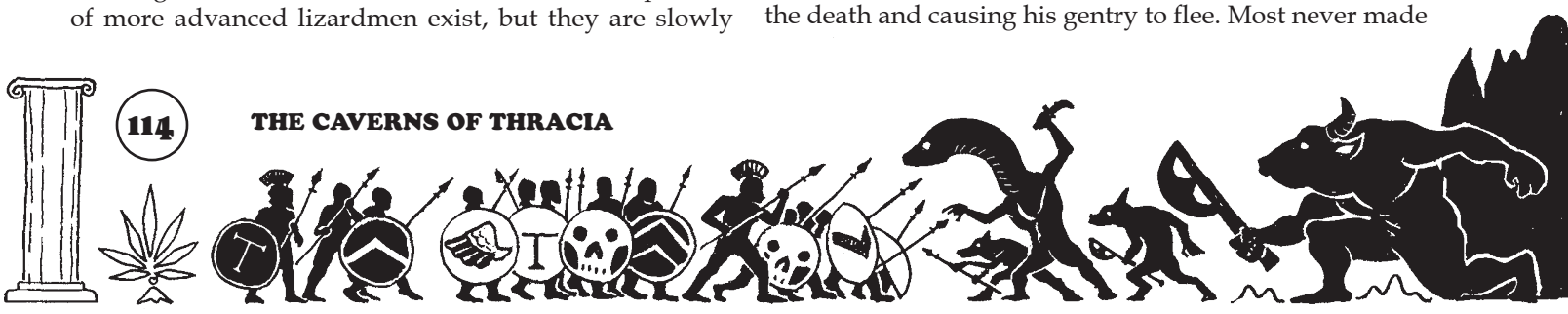
HISTORY OF THRACIA

This history is provided to allow the judge insight into the background of the caverns and give them the ability to embellish and craft rumors and hints as they see fit. It also gives a historical index of various events that occurred in the development of the cavern societies, including an overview of the cultural development of the early Thracian civilizations.

Before humankind existed, or possibly before they had discovered the benefits and curses of civilization, there existed the reptile race. The reptile race, while not large, had its own centers of civilization, including large cities and underground temple complexes. As humans waxed, the reptile race waned, losing much of its arcane civilization and slowly degenerating or regressing into the race of beings that humans call "lizardmen". A few pockets of more advanced lizardmen exist, but they are slowly dwindling as the race dies out. Long before humans discovered the caverns, the reptile race was beginning to slip backwards. The Immortal King, the ruler of the tattered remnants of lizardmen who still knew the ways of sorcery, was near death and had been dying for several centuries. With the coming of humans to the area (a new source of food and slaves for the still-powerful reptiles) came the death of the Immortal King. But his was not a true death. His dead body remained animated by the creature's spirit. Even in death the Immortal King continued to rule as a lich, entombed in the ancient underground temple. Slowly the reptile race regressed to their present state, but not before they had watched the now plentiful humans discover the caverns and build their own temple and burial complexes. The lizardmen at last sealed up the various entrances to their now crumbling great hall and slunk off into the fetid swamps, to return later as mercenaries for the beast kings.

Meanwhile, humanity had discovered the caverns, not realizing that the once feared lizardmen (then merely legendary with the Immortal King reduced to a bogeyman used to frighten small children) still occupied hidden portions of the caverns. At this point the humans were beginning to develop a civilization comparable to the early Mycenaen or Cretan civilizations of this world's past. The art and architecture were almost identical with the above-mentioned cultures. Eventually they sealed off several of their tomb complexes and began to concentrate on the civilization above ground. Half a millennium later they would construct the temples on Level 2 and 200 years after that they would begin the golden age of Thracian culture

The actual golden age began with the discovery of an immense cavern, deep below the natural caverns. It was not a natural chamber, but no note was taken of that. About this same time, the Thracian people had begun to use beast men tribes as slaves, such as the gnolls, minotaurs and dogbrothers, who began to carve the underground caverns into a huge garden and palace. During the reign of Argos II the vast work was completed and the underground area became a playground for the Thracian royalty. However, during the reign of Agamemnos, Argos' grandson, the huge number of beast men that laired in the caverns, revolted and took over the palace, wounding the king to the death and causing his gentry to flee. Most never made



it to the surface. Those who did reach the city above told of the horrors beneath, inspiring fear and rage in their listeners. The few bands of vengeful citizens that entered the caverns were never seen again.

Thus did the beast men set themselves up in the underground domain, retaining control of the entire Dungeon Levels 2-4 levels while allowing Dungeon Level 1 to go untouched. They chose an intelligent minotaur to rule them and then worked to decide what to do with their numerous captives. Some 150 years later, the worship of Thanatos, the death god, was outlawed and the few priests who served death were either tortured and killed or were sealed in the chapel of Thanatos on Dungeon Level 1. Despite those efforts, pockets of Thanatos worship exist to this day.

The first wave of invaders came soon after. On the sesquicentennial anniversary of the overthrow of Thanatos, an invading army of barbarians (all non-Thracians are "barbarians") was spurred on by descendants of the death worshippers to utterly destroy the city. The lax Thracian army was no match for frenzied barbarians and all but a fraction of the city's population were put to the sword or carried off into slavery. During the destruction, the entrances to the caverns were destroyed and covered with rubble.

The few remaining Thracians attempted to make some kind of reconstruction but less than a quarter century later a second invasion of vicious invaders struck again. Those Thracians who fled into the encroaching jungle survived while the rest died. The few who did escape slipped back into savagery. Two-hundred years later, they rediscovered the caverns and with them they found not only a new/old religion in the worship of the god known only through legend as "The Dark One", but also the beast men.

The beast men by this time had taken over the entire cavern complex (those parts they could easily find without looking hard) and had opened up the caverns to the surface again. With the coming of humans again, they saw entirely new possibilities for food and pleasure. Soon after the caverns were reopened, the reptile race once again sought the location of their legends and in doing so allied themselves with the beast men.

The caverns are now the holy places both for the descendants of the Thracians and for the once-powerful reptile race whose degenerated offspring still seek the reason for their existence.

FACTIONS OF THRACIA

The Caverns of Thracia are a living environment, occupied by a variety of creatures and factions which have developed their own societal hierarchy. The below information provides basic information for these groups, and how they initially behave towards the PCs.

Cultists: The children of Thanatos (the Dark One) are viewed quite dimly by the residents of the surrounding area. While the beast men see them only as more humans to be enslaved, followers of the Dark One are looked down upon by nearly everyone else in the caverns—despite the fact that Thanatos is not an evil god, merely a rather terminal one. Those others dwelling in the area, including the tribesmen, see them as dangerous and evil. Due to their worship of the god of death and their kidnapping of people and sacrificing them to their dark god, there are none who are allied with them. The cultists are familiar with Modern Thracian, having picked it up from locals from a nearby trading post, and use this as their primary tongue when communicating with each other lest they be overheard by the tribesmen.

Dogbrothers: These canine-headed humanoids hold high status within the court of Stronghorn, the Minotaur King. As such, they tend towards haughtiness when dealing with "lesser" races unless they are clearly outranked within the king's order of precedence. They are not above unprovoked cruelty if they feel that they can behave so without fear of repercussion.

Gnolls: Gnolls make up the backbone of the Minotaur King's forces. While not holding high stations, they are deemed important and the king is aware that a mass uprising by the gnolls could threaten his hold upon the crown. Because of this, Stronghorn allows some leniency in his dealing with the gnolls, and their language has become the default language used amongst the beast men tribes when dealing with one another face to face. Even the human prisoners forced into labor have a basic understanding of commands issued in Gnoll.

Hamadryads: Dwelling deep within the caverns, the hamadryads have had little interaction with humans of any type. Despite their skittish nature, if approached peacefully,

TABLE F1: FACTIONS OF THRACIA

Faction	Attitude	Languages Known
Cultists	Friendly or Hostile	Ancient Thracian, Modern Thracian
Dogbrothers	Hostile	Ancient Thracian, Gnoll, Lizardman, Minotaur
Gnolls	Suspicious	Ancient Thracian, Gnoll, Minotaur
Hamadryads	Cautious to Friendly	Ancient Thracian, Elf, Pixie
Lizardmen	Hostile	Broken Gnoll, Lizardman
Lizardmen Mercenaries	Indifferent to Hostile	Ancient Thracian, Gnoll, Lizardman, Minotaur
Minotaur	Hostile	Ancient Thracian, Gnoll, Minotaur
Tribesmen	Suspicious to Hostile	Ancient Thracian

they attempt to communicate with the PCs. If there is an elf present, they excitedly beseech them for assistance in clearing the land of the beast men scourge, the destroyers of the woods. Routinely witness to the cruelties of the varied beast men, the hamadryads loathe the gnolls and minotaurs for cutting down trees which once held the spirits of their sisters. They are relatively unfamiliar with lizardmen and dogbrothers but are distrustful of their motives.

Lizardmen: Their ancestors having been the original settlers of the caverns, most of the tribes dwell in the swamps outside the caverns, although there is a village of them on Dungeon Level 2. The lizardmen of the upper caverns and surrounding ruins are primitive hunter/gatherers with a taste for human flesh. They are in a constant state of conflict with the local tribesmen and cultists and have an uneasy truce with the varied races of beast men.. However, they are intelligent enough not to openly attack a group which obviously outpowers them.

Lizardmen Mercenaries: Unlike their tribal brethren, these lizardmen are highly trained and work in the service of Stronghorn. They are indifferent to other species, answering only to their commander, and prefer not to risk their lives unless there is payment involved. Even when suspicious, the mercenaries remain begrudgingly alert rather than risk their lives needlessly.

Minotaur: These beast men see the other races as beneath them, base creatures who exist only to serve the whims and glory of the Minotaur King. Cherished by Stronghorn, his kin hold the highest of status among the varied beast men tribes.

Tribesmen: The independent tribes in the area view the beast men as monsters, horrors from deep within the bowels of the earth, foes to be destroyed. Those who travel into the caverns find themselves confronted by bestial horrors as well as cultists of Thanatos, determined to offer them up in sacrifice. Because of this, the tribes have no trust in any humans outside of their community, seeing them as part of the threat to their peoples. The truly dangerous secret is that there are cultists amongst the tribes, and it is not even simple to differentiate followers of The Dark One from the more normal among them. Any sign that one is a follower of Thanatos/the Dark One leads to instant hostility and ongoing attacks from the tribes.

THRACIAN LANGUAGE

Local tribes still speak Ancient Thracian while others in the region speak Modern Thracian, rather than Common. Starting PCs from the area may take this language in place of one of their starting languages at character generation. Common speakers without a full understanding of the Thracian language are still able to understand general tone and intent, although cannot grasp any specifics ("they are angry" versus "we have desecrated their sacred grounds, and they are going to hunt us down and sacrifice us", for example). The ancient Thracians had both a spoken and written language and there are a few instances where it can be found in the caverns. However, between the time of the sealing of the Ancient Thracian tombs and the beginning of the golden age, the Thracian language changed drastically (something like the difference between classical Latin and modern Italian). A character who understands the Thracian language may pick out one word in ten of the Ancient Thracian language. Speaker of Modern Thracian can make an Intelligence check to comprehend spoken Ancient Thracian. Refer to Table TR-3 below resolve any interpretation efforts."

TABLE TR-1: THRACIAN RUMOR DISTRIBUTION

d7 (modified by Luck)	Result
1 or less	PC is unable to collect any information or rumors ahead of play.
2	A PC succeeding a DC 10 Personality check may roll once on Table TR-2.
3	Roll once on Table TR-2.
4	Roll once on Table TR-2, with a successful DC 12 Personality check allowing one additional roll.
5	Roll twice on Table TR-2.
6	Roll twice on Table TR-2, with a successful DC 12 Personality check allowing one additional roll.
7+	Roll thrice on Table TR-2.

TABLE TR-2: THRACIAN RUMORS AND WARNINGS

d24	Rumor (T/F)
1	The beast men are actually humans who are under an ancient curse. (F)
2	A collector has expressed interest in obtaining Thracian historical artifacts. He will pay 2d100 gp per intact item brought out and is willing to pay up to 2,500 for a pristine suit of Thracian ceremonial plate mail. (T)
3	Beware the "yellow death"! (T)
4	Don't trust the trees! (T)
5	Local tribes still perform human sacrifice. (T)
6	The PC has learned Modern Thracian. PCs already fluent instead are granted fluency in Common or another language at the judge's discretion.
7	Beware the god of death! (T)
8	The once-famed rope bridges beneath the city are now rotted and unsafe. (F)
9	For safety, seek ye the pool of the watery wonders. (T)
10	The hall of laughing skulls leads to riches untold. (F)
11	Beware of statuary! (T)
12	Deep under the earth lies the ancient sunlit garden and sparkling palace of King Argos II. (T)
13	Seek aid from the hermit. (F)
14	Buried with a dead king is a powerful, but evil sword. (T)
15	The caverns consist of two levels of tunnels and passages. (F)
16	The leader of the beast men hoards vast amounts of wealth. (F).
17	A cleric of the Dark One slumbers within a hidden temple, merely awaiting the opening of the doorway to be reawakened. (T)
18	The king of the beast men is a friend to elves (F)
19	A great treasure is buried along the banks of the underground river (F)
20	Lizardmen are a superstitious group, prone to outbursts of zealotry (T)
21	A remnant of an ancient pre-human civilization may yet exist deep in the bowels of the earth. (T)
22	The beast men are enslaving humans. (T)
23	Only the touch of good will destroy the Thracian un-dead. (F)
24	The PC has learned to speak the Ancient Thracian language of the local tribes, granting a 65% chance of speaking clearly to any tribesman. If the comprehension roll is unsuccessful, roll on Table TR-3 for interpretation results.

RUMORS AND ADVENTURE HOOKS

Unlike most adventures, the impetus for exploration is left wholly to the players. There is no specific plot or action that unfolds to draw in the PCs. Instead, judges are encouraged to let them hear bits of information that will attract them to the area. Merely dropping a few hints and allowing the players to take it from there. Asking pertinent questions of the locals and being generally nosey is a prerequisite for all adventurers. The judge may use the tables above, or expand upon them further, to get the PCs started.

The use of these tables is optional, but it provides rumors that can either be assigned to various NPC's in the judge's existing campaign or even learned directly by the PCs as indicated below. Rolls on Table TR-1 are impacted by the PC's Luck modifier.

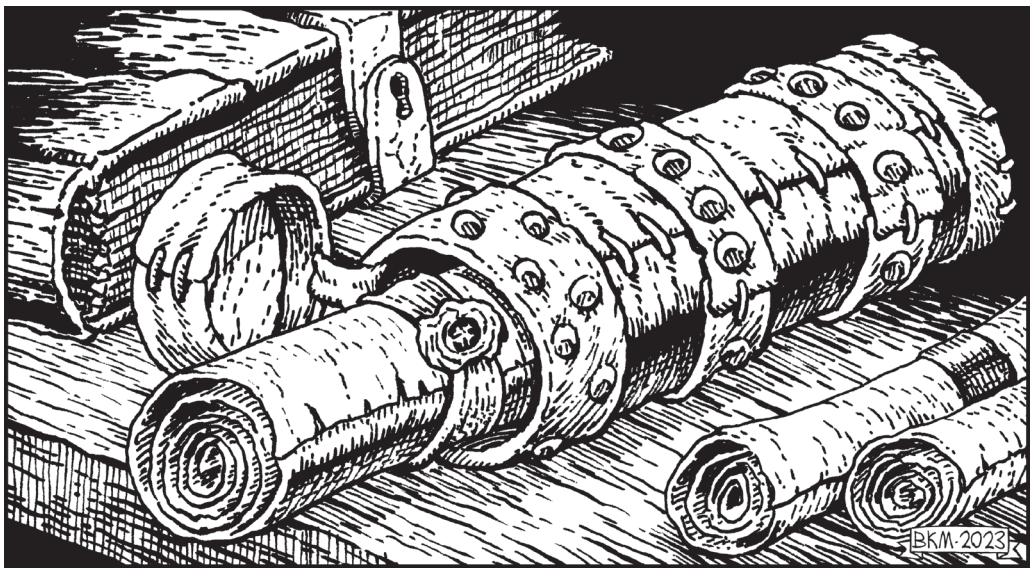
TABLE TR-3 - ANCIENT THRACIAN INTERPRETATION TABLE

Int Check Result	Translation Clarity
1-4	Total message is incomprehensible, nothing understood.
5	Message comes across as an insult.
6-7	Opposite meaning than intended is received.
8-11	Vague interpretation, message or part of message unclear.
12-20	Correct interpretation, message clear.

ADVENTURE HOOKS

This adventure begins with the PCs' arrival in the ruins around Thracia. There are a number of reasons which may have drawn them to the region, several suggestions are listed below.

- In a prior adventure, the PCs discovered a map of the ruins surrounding the entrances to the caverns. There are copious notes written in the margins, listing potential treasures which lie beneath.
- Other travelers have set up a trading post near the city ruins. Recently, there have been raids carried out by beast men thought to be coming from the caverns. These potential allies for the party request aid in putting an end to the beast men infestation.
- The spirit of a hamadryad appears before the PCs. They helplessly watch as her spiritual form is rent apart by blows from unseen axes. As she dies, she begs them to save her sisters.
- A collector of antiquities offers the PCs 1,000 gp for a pristine suit of Thracian ceremonial armor. They are eager to add such a curiosity to their collection.
- Serpentmen of the Shadow Kingdom feel that the Minotaur King, Stronghorn, is gathering enough power to pose a threat to their operations in the area. The shadow kingdom sends a disguised emissary to convince them to undertake an expedition to the caverns.



Chapter Four

THE LOST CITY OF THRACIA

All that remains of a once-grand city are a series of ruins, now mostly hidden by thick jungle foliage that threatens to consume the city entirely. A morass of muddy swamp water, filled with standing reeds, colorful aquatic plant life, and the occasional gurgle and bubble of *something* moving beneath water's surface edges close the ruins' western edge.

The ruins are clearly of great age. A successful DC 15 Intelligence skill check allows the party to estimate the structures are at least 8 centuries old, if not older. The buildings were once edifices of gleaming white stone, but these worked blocks of granite and marble are now mottled gray from age and the clinging mosses, lichens, and vines that cover them.

WANDERING MONSTERS

There are no specific wandering monster encounters in the ruined city proper but see specific details in the area descriptions below about possible meetings with inhabitants of the ruins and the caverns beneath them.

KEY TO THE LOST CITY OF THRACIA

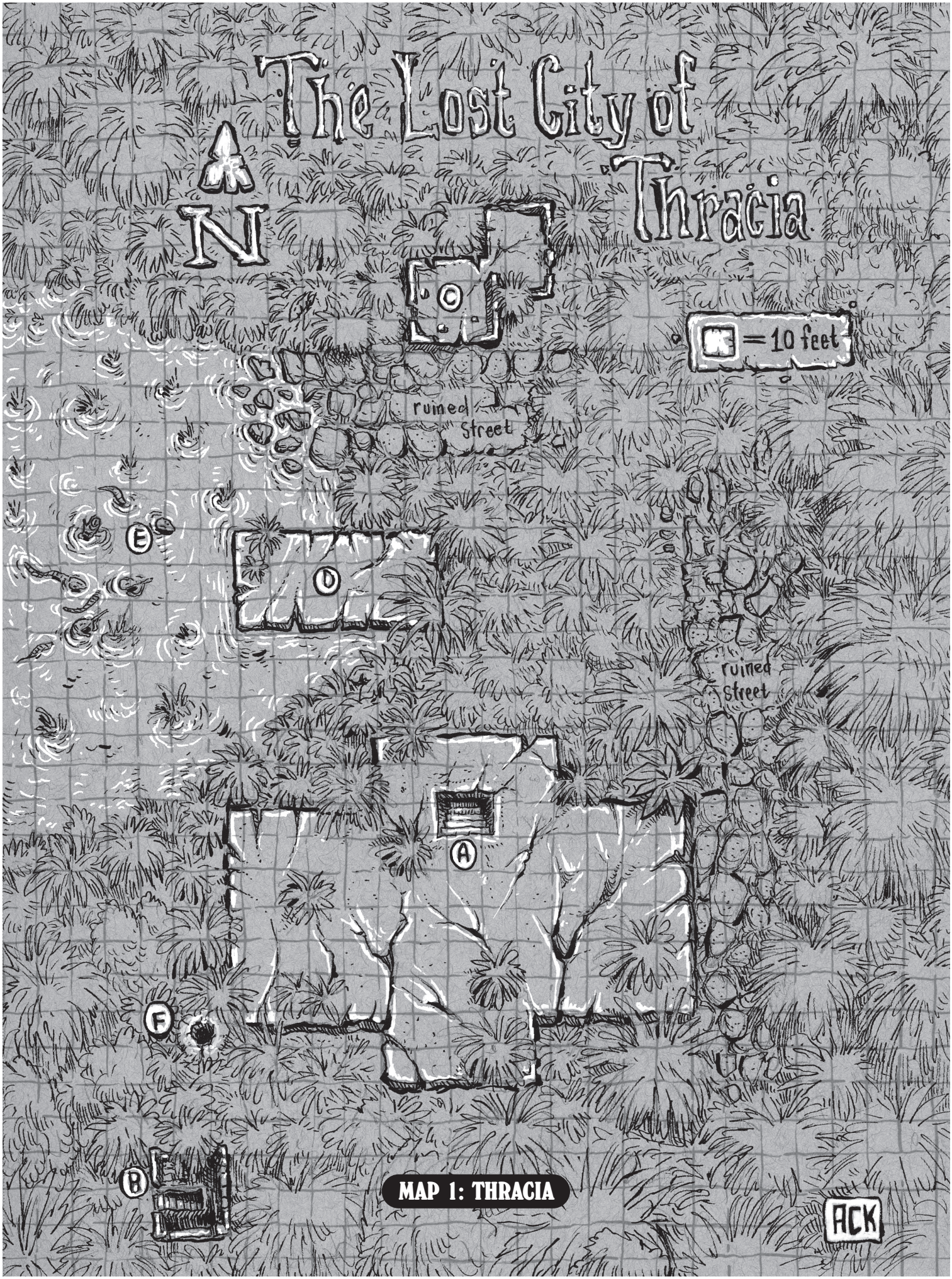
Note: The tree symbols on the map represent actual trees. There are many, many more trees in the jungle, but to indicate them all would clutter the map severely. However, on the building foundations themselves, there are no more trees than indicated.

Note II: The surface of the street is cobblestone and is well choked with thick grass, at least waist high.

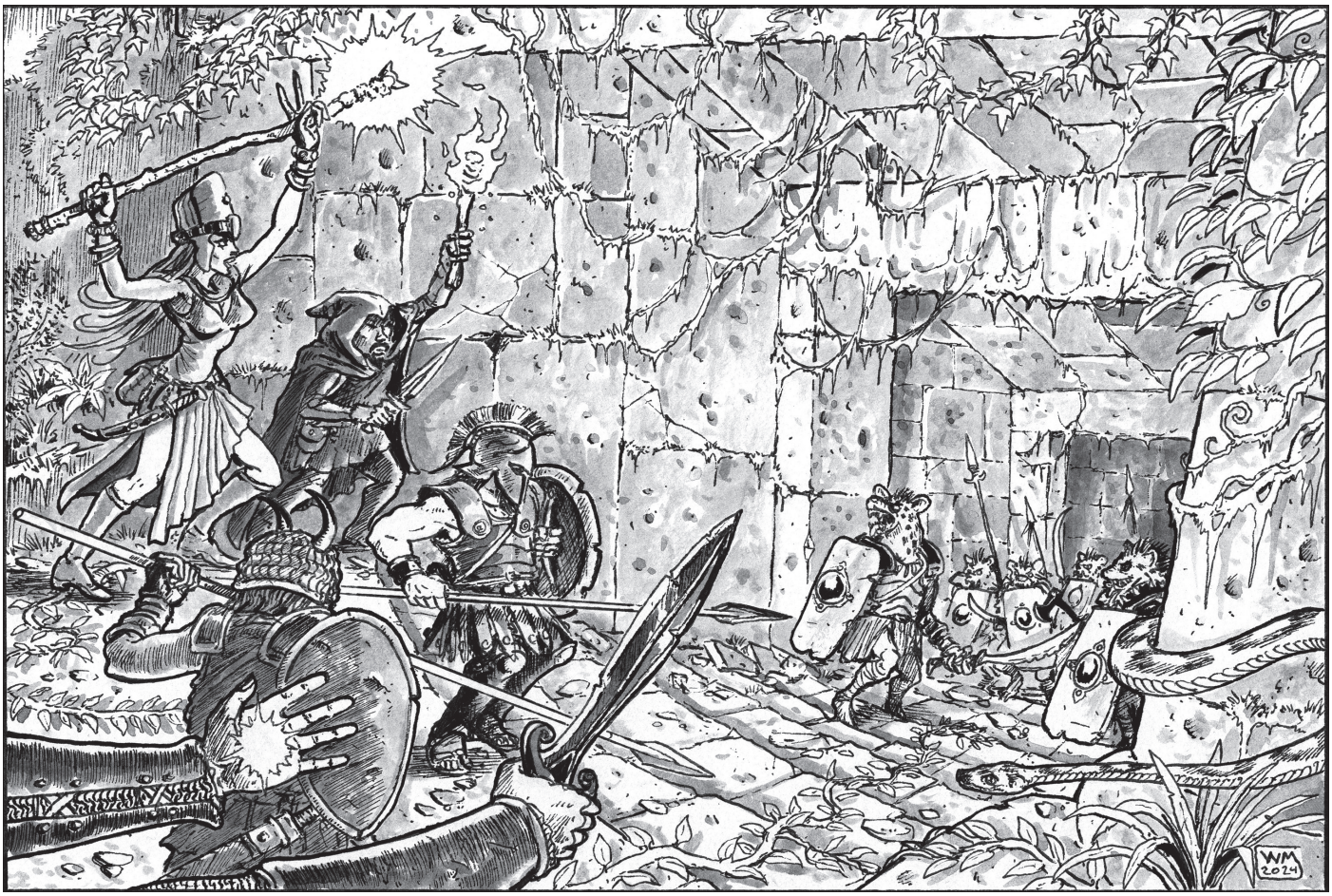
Area A — Entrance to Room 1: *What was obviously once a building of great significance, perhaps even a temple to a now-forgotten god, has long-since fallen into ruin. Heaps of broken stonework dot the area, trees emerge from mounds of rubble where portions of the roof have collapsed, and stairs rise from below to ascend a pedestal which once likely held some ritual significance.*

At this point the stairs descend down to area 1-1. There is a 60% chance that a gnoll patrol is guarding this entrance (see Appendix A – New Monsters to randomly determine a patrol). There is an additional 50% chance that half the patrol are lying in ambush up in the trees. The stairs ascend onto a weathered pedestal that was once the base of a temple. There is rubble lying about on the surface and trees are growing up around the edge of the pedestal and out of cracks in it. The pedestal is 10' higher than the surrounding terrain.

Area B — The Tribe's Secret Entrance: *Little light penetrates the tree cover here, lending an ominous feel. The crumbled remains of a small, stone building litter the area. Visible amidst the debris is a choked stairway, descending into the darkness.*



MAP 1: THRACIA



This set of stairs leads down to area 1-18. There is a tribal band lurking about here. They attack from ambush, gaining surprise in the first round if not otherwise detected.

Ceremonial guard: Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 10); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Cleric of Thanatos: Init +0; Atk stone mace +2 melee (1d6) or spell; Crit III/d10; AC 15 (chainmail); HD 4d8 (hp 30); MV 30'; Act 1d20; SP cleric abilities ((CL 4, +4 spell check): divine aid, lay on hands, turn unholy)), control un-dead, *speak with dead* (2/day, +2 spell check); spellcasting (+4 spell check): Spells (1st) *holy sanctuary, paralysis, protection from evil, silence*; (2nd) *snake charm*; (3rd) *bolt from the blue*; SV Fort +2, Ref +1, Will +2; AL L.

Control un-dead: A cleric of Thanatos may control un-dead in a fashion similar to their ability to turn unholy, save that they have a minimum result of 12.

Tribal warriors (4): Init +1; Atk spear +3 melee (1d8); Crit III/d6; AC 13 (leather and shield); HD 1d8 (hp 8, 7, 6, 4); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Area C — The Remnants of an Ancient Building: *Adjacent to a surviving patch of cobblestone street, little remains of this ancient structure beyond a few ivy-covered walls in the process of being reclaimed by the surrounding jungle. Despite its relatively poor condition, the ruin looks to be solid and might well serve as a shelter should the need arise.*

There is little left besides the foundation and a couple of walls. There is a 30% chance of a Random Encounter at this point. Roll on the Dungeon Level 2 Wandering Monsters Table (see Chapter 6 – Dungeon Level 2). A search of the premises reveals a tablet written in Dwarf (see Player Handout #1). If a member of the party can read it, it states that the writer has found the location of the secret entrance into the caverns below. The building described as "a squat, dark building constructed of black stone" is the building that houses the tribe's secret entrance (area B).

Area D — Another Building Foundation: *The air here is still, and not even the cries of jungle birds can be heard in this secluded jungle grotto. Little of the ancient building which stood here remains, merely a portion of the foundations which sit atop a small, five-foot rise. The ruins of the broken exterior*

walls give not the slightest hint of what this building may once have been.

This one is 5′ higher than the surrounding area and juts out into the swamp. Anyone standing at the west end of the foundation is subjected to a surprise volley of darts, thrown by the lizardmen at area E (below)

Area E — A Hunting Party: Slurping quietly about in the swamp is a patrol of lizardmen (see Appendix A – New Monsters to randomly determine a patrol). If undetected, they attack with surprise and return beneath the waters, seeking at all times to ambush without actually joining combat with intruders. If encountered, read the following:

Faint ripples atop the water suddenly resolve into a surge of figures rising up from the muck below. Clad in tribal raiment, the lizardmen hiss as they leap forward to attack.

Area F — A Hole in the Ground: *Sometime in the distant past, a sinkhole opened up here - a five-foot diameter hole above an indeterminate drop. The greenery around the hole has reestablished itself, with grasses and ivy providing relatively solid footing. The soil at the edge of the hole sharply slopes downwards, and the rushing of water can be heard from distantly below.*

This is a 5′ diameter hole that lets sunlight down into the cavern below and at high noon is focused directly on the semicircular area 1-23. The drop is 65′ for 6d6 +2 damage. If the character falling survives and does not hang on there is an additional 20% chance that they slip off and fall an additional 50′ to land on the bank of the river (roughly 40′ west of area 2-2), suffering another 4d6 +2 damage.

Chapter Five

DUNGEON LEVEL 1

Dungeon Level 1 is closest to the surface and is heavily frequented by gnolls, lizardmen, and the neighboring tribes. There are three entrances to the dungeon from the ruins above. These include:

- The stairs from area A connect to area 1-1.
- The stairs from area B connect to area 1-18.
- The hole in the ground at area F descends into area 1-23.

There is also access to Dungeon Level 1 from deeper within the complex.

- The pool in area 3-14 teleports those entering deeper than 10′ to area 1-3.

GENERAL DUNGEON FEATURES

Corridors are 10′ high, unless otherwise noted. Individual room ceilings vary by description. As depicted on the map, walls are ancient stonework which can be climbed with a successful DC 10 *climb sheer surfaces* check due to numerous handholds and imperfections.

A standard wooden door in the dungeon has an AC 13 and 20 hit points. Unless noted in the individual room description, a locked door requires a successful DC 12 *pick lock* check to unlock, or a successful DC 16 Strength check to break down.

SECRET DOORS

Secret doors require an Intelligence check to discover. Additionally, thieves may search for secret doors using their *find trap* skill with the required Intelligence DC being reduced by 4. It is possible that a party who is carefully mapping may discover evidence of a secret door. If so, allow a +1d bonus to checks while searching for that specific secret door.

WANDERING MONSTERS

Unlike most DCC RPG adventures, *The Caverns of Thracia* makes extensive use of wandering monsters. For every turn spent moving around Dungeon Levels 1 through 4, there is a 1-in-6 chance of a wandering encounter. Should a result indicate an encounter which cannot be encountered in the current location, no encounter occurs.

DUNGEON LEVEL 1 (EXCLUDING AREA 1-9 THROUGH AREA 1-13)

d12	Encounter
1	Gnoll Patrol A (see Appendix A—New Monsters)
2	Lizardmen Patrol A (see Appendix A—New Monsters)
3	4 Giant Rats
4	Tribal Band A (see Appendix A—New Monsters)
5	Tribal Band B (see Appendix A — New Monsters)
6	Tribal Band C (see Appendix A — New Monsters)
7	Primeval Slime
8	Tribal Funerary Party (areas 1-5 through area 1-27B)
9	1d4 Stirges
10	Tribal Religious Procession (areas 1-15 through area 1-27B)
11	Gnoll Patrol B (see Appendix A — New Monsters)
12	Random encounter from Dungeon Level 2

DUNGEON LEVEL 1 WANDERING MONSTER DESCRIPTIONS

GIANT RATS

Rat, giant (4): Init +4; Atk bite +2 melee (1d4+1 plus disease); Crit M/d4; AC 13; HD 1d6+2 (hp 5 each); MV 30', climb 20'; Act 1d20; SP disease (1d6, DC 7 Fort save negates); SV Fort +4, Ref +2, Will -1; AL N.

PRIMEVAL SLIME

Primeval slime (10' x 10'): Init (always last); Atk pseudopod +4 melee (1d4); Crit M/d10; AC 10; HD 4d8 (hp 18); MV 5', climb 5'; Act 4d20; SP metal digestive, half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N.

Metal digestive: Any metal weapon touched by the slime or that strikes the slime is damaged. A weapon is rendered useless after one touch and metal armor loses one "plus" to Armor Class every round of contact. Magic items receive a save against DC 12 (add the weapon's "plus" to the d20 roll).

STIRGES

Stirge (1d4): Init +6; Atk bite +0 melee (1d3+1 plus blood drain); Crit M/d4; AC 10; HD 1d5+1 (hp 4 each); MV 30', fly 60'; Act 1d20; SP blood drain (1 Stamina, DC 7 Fort save negates); SV Fort +2, Ref +6, Will +0; AL C.

TRIBAL FUNERARY PARTY

This group will only be in areas 1-5 through area 1-27B. If it is indicated as an encounter and the party is not in the appropriate area, the procession will be located in area 1-27B and will remain there for 1d3 hours after the encounter is determined. All will be garbed in black robes and the mourners will have their faces painted in bright, garish colors. The members of the funerary party are only fluent in the Thracian tongue.

Cleric of Thanatos: Init +0; Atk stone mace +2 melee (1d6) or spell; Crit III/d10; AC 15 (chainmail); HD 4d8 (hp 30); MV 30'; Act 1d20; SP cleric abilities ((CL 4, +4 spell check): divine aid, lay on hands, turn unholy), control un-dead, *speak with the dead* (2/day, +2 spell check), spellcasting (+4 spell check): Spells (1st) *holy sanctuary, paralysis, protection from evil, silence*; (2nd) *snake charm*; (3rd) *bolt from the blue*; SV Fort +2, Ref +1, Will +2; AL L.

Control un-dead: A cleric of Thanatos may control un-dead in a fashion similar to their ability to turn unholy, save that they have a minimum result of 12.

Ceremonial guard (4): Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 8 each); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Mourner (16): Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 2 each); MV 30'; Act 1d20; SP follower of Thanatos (immune to effects which specifically impact non-worshipers of Thanatos); SV Fort -1, Ref -2, Will -1; AL varies.

Pallbearer (6): Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 4 each); MV 30'; Act 1d20; SP follower of Thanatos (immune to effects which specifically impact non-worshipers of Thanatos); SV Fort -1, Ref -2, Will -1; AL varies.

TRIBAL RELIGIOUS PROCESSION

This group will only be in areas 1-15 through area 1-27B and will be proceeding towards area 1-23. If this encounter is rolled and the PCs are not in an appropriate area, the procession will have already arrived at the sacrificial altar. Once the procession arrives at area 1-23, religious ceremonies will be going on for the next 3 hours. The members of the procession are only fluent in the Thracian tongue.

Cleric of Thanatos: Init +0; Atk stone mace +2 melee (1d3) or spell; Crit III/d10; AC 15 (chainmail); HD 4d8 (hp 30); MV 30'; Act 1d20; SP cleric abilities ((CL 4, +4 spell check): divine aid, lay on hands, turn unholy), control un-dead, *speak with the dead* 2/day (+2 spell check); spellcasting (+4 spell check): Spells (1st) *holy sanctuary, paralysis, protection from evil, silence*; (2nd) *snake charm*; (3rd) *bolt from the blue*; SV Fort +2, Ref +1, Will +2; AL L.

Control un-dead: A cleric of Thanatos may control un-dead in a fashion similar to their ability to turn unholy, save that they have a minimum result of 12.

Friar of Thanatos (2): Init +0; Atk warhammer +3 melee (1d8) or sling +3 missile fire (1d4) or harmful spell (1d8+2, DC 13 Will save for half damage, range 100'); Crit III/d8; AC 12 (leather); HD 3d8 (hp 20, 15); MV 30'; Act 1d20; SP heal (2/day, 1d4 hp), harmful spell (3/day), turn foes (3/day, DC 13 Will save or be held 20' back from the friar); spellcasting (+0 spell check): Spells (1st) *paralysis*; SV Fort +2, Ref +1, Will +4; AL N.

Ceremonial guard (8): Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 8, 8, 8, 7, 6, 6, 3, 3); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Worshiper of Thanatos (10): Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 2 each); MV 30'; Act 1d20; SP follower of Thanatos (immune to effects which specifically impact non-worshipers of Thanatos); SV Fort -1, Ref -2, Will -1; AL varies.

KEY TO DUNGEON LEVEL 1

Area 1-1 — Entry Hall: *The air in this room is thick with the hanging stench of untold centuries worth of accumulated bat guano. Temple-like in appearance, the walls of this room appear to once have been covered in brightly painted scenes of religious ceremonies and worship. The neglect of ages, however, has left them faded, worn, chipped, and badly stained by the muck from above. The ceiling, thirty feet above, is blanketed by hundreds of bats. Dark passageways lead off to the east and west, while a massive pair of iron-bound double doors stand ajar to the north.*

The guano on the floor makes footing here slippery. Each round, those engaged in running or combat must succeed at a DC 8 Reflex save or fall prone and be thoroughly coated in guano.

The stairs here lead out into the lost city of Thracia, area A. Forcing the massive doors closed requires a DC 12 Strength check.

Area 1-2 — Hall of the Bats: *This once grand thirty-foot-wide hall, is lined with crumbling pillars along its fifty-foot length. Large pieces of marble litter the floor where it has fallen from the columns and the ceiling, twenty feet above, sags in some places where supports have begun to fail. The floor here is ankle-deep in bat guano, deposited by the colony of bats roosting above.*

The guano on the floor makes footing here slippery. Each round, those engaged in running or combat must succeed at a DC 10 Reflex save or fall prone and be thoroughly coated in guano. Standing without aid requires an additional DC 5 Reflex save or the PC slips further in the muck.

Area 1-3 — Alcove of the Bats: *The once grand hall terminates here, with doors to the east and west. At the end of the hall is a broken plinth rising through a rubble-choked alcove. Bats cover the ceiling and walls here and appear to already be in a state of agitation. Trails have been worn through the muck on the floor leading towards the eastern door, which stands slightly ajar.*

BAT INFESTED HALLWAY

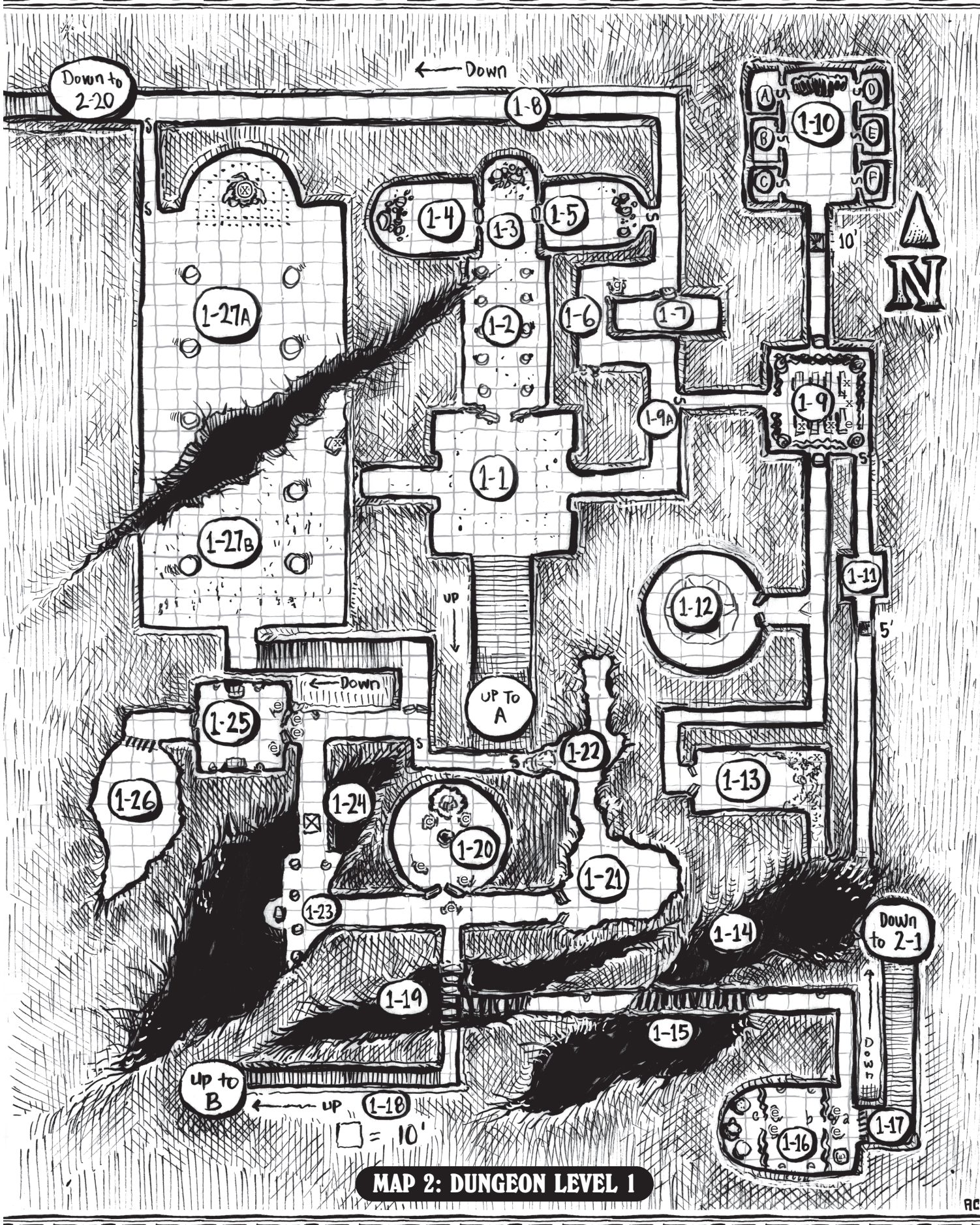
The floors of areas 1-1 through 1-3 are heaped with guano while the ceilings are covered in bats. The light of a single torch is sufficient to disturb the bats, causing them to chitter and shriek while greater amounts of light will rouse the mundane bat swarm into flight, filling the room, and reducing visibility to 5'. While the bats are swirling around the PCs, have the PC with the highest Luck score make a Luck check. Should they fail, the swarm will attack; otherwise, they will simply harass the party, settling down 2d3 rounds after the PCs' departure. If the swarm is reduced to 8 hit points or less, the bats will flee upwards via the stairs.

A successful DC 10 Intelligence check while examining these areas reveals a trail recently worn through the muck leading from area 1-1 through area 1-3, with trails approaching both doors in area 1-3.

Bat swarm, mundane: Init +4; Atk swarming bite +1 melee (1d3 plus disease); Crit N/A; AC 10; HD 2d8 (hp 16); MV fly 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks, disease (see below); SV Fort +0, Ref +10, Will -2; AL L.

Disease: Bats carry disease. A character bitten by a bat of any type receives a disease randomly determined from the table below.

d6	Fortitude Save	Effect on Failed Save
1	DC 8	Sickness and vomiting for 2 days; half movement and -4 to all rolls during that time.
2	DC 14	Terrible stomach pains; 1d4 damage and unable to heal normal damage for one week.
3	DC 16	Debilitating weakness. Temporarily lose 1d4 Strength and Stamina.
4	DC 10	System shock. Immediate death.
5	DC 20	Dizziness. Temporarily lose 1d4 Agility.
6	DC 12	Intense weakness. *Permanently* lose 1 Strength.



MAP 2: DUNGEON LEVEL 1

RCK

Digging through the rubble for 1 turn will unearth the head of a statue. Clerics and others trained in matters of religion may make a DC 12 Intelligence skill check to identify the head as belonging to Athena, goddess of wisdom, handicraft, and war.

The wood of the door leading to area 1-4 is badly swollen causing the door to be wedged shut. It requires a DC 8 Strength check to force the door open, although such an action will alert the lizardmen in area 1-5 to the presence of the PCs.

Area 1-4 — Centipede Chapel: *The walls of this room are adorned with images of two figures, presumably goddesses, in battle with an unseen foe. There are large portions of the walls where the paint has flaked completely away, obscuring the identity of whatever it is that the goddesses are battling. The far wall of the small chapel forms an alcove containing the heap of a broken statue of a winged, robed woman. In the center of the room a cluster of bright red-headed, yellow-legged centipedes writhes about on the floor, devouring the remains of several other centipedes which lie crushed on the floor amidst a spattering of crimson blood.*

A party of lizardmen were here recently and were attacked by the centipedes. They managed to kill a small number from the swarm before being forced to flee. They are currently recovering in area 1-5. Already agitated, the red-headed centipede swarm will immediately attack anything opening the door.

Clerics and others trained in matters of religion may make a DC 10 Intelligence skill check to identify the statue as Nike, goddess of victory and companion of Athena.

Red-headed centipede swarm: Init +5; Atk swarming bite +1 melee (1 plus venom); Crit N/A; AC 11; HD 4d8 (hp 28); MV 40′; Act special; SP bite all targets within 10′ x 10′ space, half damage from non-area attacks; SV Fort +0, Ref +10, Will -2; AL N.

Venom: Targets are struck with agonizing, burning pain and suffer a non-cumulative -1 to all actions for 1d3 turns (DC 5 Fortitude save negates).

Area 1-5 — Unknown Chapel: *The walls of this chapel have been thoroughly defaced, and only small fragments of its once grand colored imagery remain. In an alcove to the east rest the shattered remains of a statue, now wholly unidentifiable as*

naught but broken stone. The back wall of the alcove is set with an ornamental panel depicting stalks of grain. On the floor is a small pile of dead centipedes with their heads removed. Several are still wriggling, coiling and uncoiling, while others appear to have been cracked open, with their meat devoured out of them.

A lizardman hunting party is currently taking shelter here, recovering after their encounter with the centipedes in area 1-4. If not already alerted to the presence of the PCs, two lizardmen stand guard over their companions, while the third is applying its healing bundle to the wounds of the fourth. Although all four lizardmen are capable of combat, the fourth (marked with an *) is injured and suffering the effects of centipede venom – inflicting a -1 penalty to its attacks. If offered an opportunity to escape, they will do so, preferring to stalk the PCs and catch them unawares instead of direct confrontation while at a disadvantage.

The ornamental panel conceals a secret door, requiring a DC 10 Intelligence check to discover.

Lizardman (4): Init -2; Atk bite +3 melee (1d4) or club +2 melee (1d4); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8, 8, 7, 3*); MV 30', swim 30'; Act 1d20; SP healing bundle, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Healing bundle: Each lizardman hunter carries one bundle of moss and lichens which, when applied to the wounds of a victim who is bleeding out, will staunch bleeding and heals 1d3 hit points and reduces the Stamina loss of bleeding out to a temporary loss. While useful for any creature, these items are most effective with lizardman physiognomy. If used on a lizardman within 1 round of its being slain, the lizardman is returned to 1 hit point and regains consciousness. No lizardman may benefit from this natural healing more than once in a combat.

Area 1-6 — Spear Trap: A spear trap is set into the south wall of this hallway requiring a successful DC 10 *find trap* check to locate the pressure plate trigger and a DC 12 *disable trap* check to disarm. Alternatively, if discovered, a PC may simply leap the pressure plate with a DC 7 Agility check. If triggered, the spear trap hurls a pair of spears northwards striking the triggering PC as well as the PC with the lowest Luck (potentially striking the same PC twice) for 1d8 damage (DC 10 Reflex for half damage).

The gnoll guard at the point marked "**g**" on the map has a 25% chance of being asleep on duty when the party approaches. If alerted to the presence of the PCs he will alert the guards in area 1-7, and they will prepare an ambush.

Gnoll: Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 1-7 — Gnoll Guardpost: *The air in this room is dank and gamey with the stench of unwashed bodies and rotting meat. Heaps of untanned animal hides form crude bedding piles, while, at a primitively made table, roughly hewn blocks of wood provide seating for the room's occupants.*

This is a guardpost occupied by six gnolls (in addition to the one above) who are in the service of the Minotaur King. Each gnoll has 4 cp, and 1 gp on their person.

Gnoll (6): Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

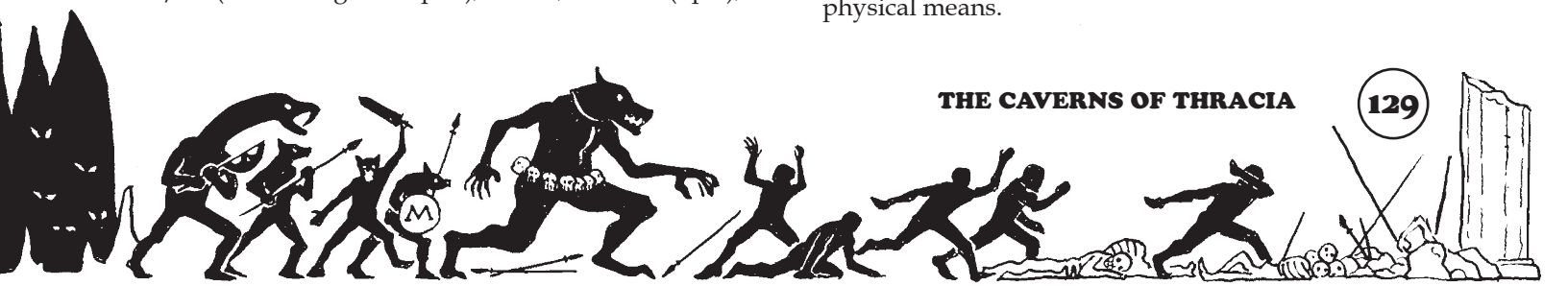
Area 1-8 — Hallway: This long hallway stretches from Level 1 to the stairs leading to area 2-20. Concealed along the south wall is a secret door requiring a DC 12 Intelligence check to discover.

Behind the secret door is an unremarkable hallway leading to area 1-27A. The inward side of the secret door is plainly visible from the hallway and does not require a check to discover.

Area 1-9A — The Gates of Death: This secret door leads to the ancient chapel of the god, Thanatos (death personified). The door is plastered over and cannot be detected by mundane means unless looked for. Once the plaster is chipped away, an inscription will be visible, written in Ancient Thracian (see Player Handout #2). It states:

> *"Know ye that beyond this portal lies the demesne of Thanatos, the cursed, hater of life, god of death. Seek not to pass this gate for it leads only to his bosom. Those who cherish life have sealed these chambers for eternity. Be warned, there is no return through this door. Once passed, it is passed forever."*

Once uncovered, wizards and elves will immediately detect the magical power emanating from the Gates of Death. When this door is passed through, adventurers will find themselves in a 30' long hallway, 5' wide. If they look behind them, there will be no door, only a hall. The hall itself is cloaked in magical darkness which cannot be dispelled. No torch, lantern, or other form of light will cast more than a 5' radius of illumination. Infravision will be useless. Regardless of which direction the PCs move (east or west), they will find themselves entering area 1-9 after traveling 30'. Re-entering the hall from area 1-9 will still bring a character back to area 1-9 after moving 30'. There is no way back to area 1-9A from area 1-9, at least by physical means.



REALM OF THANATOS

The Incarnation of Death stalks areas 1-9a through area 1-13. Normally invisible, Thanatos will appear to any PC with fewer than 3 hit points (whether injured or not, they are close enough to death to perceive his presence), gesturing that they should step forward into his embrace.

Incarnation of Death: Init +2; Atk draining touch +0 melee (1d4 Stamina); Crit U/d8; AC 18; HD 4d8 (hp 20); MV 50'; Act 1d20; SP un-dead traits, cold embrace, selectively invisible, snatch soul, somber presence, spell susceptibility; SV Fort +2, Ref +1, Will +2; AL L.

Cold embrace: Any creature, even if wholly healthy, who willingly embraces the Incarnation of Death is immediately and irrevocably slain.

Selectively invisible: The Incarnation of Death is normally only visible to those who have fewer than 3 hit points. However, should he be attacked, the Incarnation becomes wholly visible to all.

Snatch soul: Once a living being dies in the presence of the Incarnation, the creature will snatch their soul, negating the possibility of a Luck check to recover the body.

Somber presence: Faced with the inevitability of death, those who are able to perceive the Incarnation of Death are shaken to their core. When first perceiving the Incarnation, victims suffer a -1d penalty to all saving throws (DC 12 Willpower save negates).

Spell susceptibility: Any successful casting of *protection from evil* will hold the Incarnation at bay 5' from the caster. Spell results of 20+ increase the range, with the incarnation unable to enter the radius of protection. Further, a successful casting of *blessing* cast upon the Incarnation's target will cause him to depart, leaving until another PC falls beneath 3 hit points.

Un-dead traits: The Incarnation of Death is un-dead, and thus can be turned by clerics. He does not eat, drink, or breathe, and is immune to critical hits, disease, and poison. As un-dead, he is immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Appearing as a tall, gaunt man in flowing robes, this grim figure with a grieving countenance is strangely beautiful to behold.

Area 1-9 — The Chapel of Thanatos: *The walls of this square room are draped from ceiling to floor with black curtains of heavy fabric. Each individual wall is covered by a single piece of cloth. Eight black, marble benches are set in two rows from east to west. A number of figures, clad in hooded black cloaks, silently sit and kneel throughout the room. The room is dimly lit by four low incense burners, located at the room's comers. Each gives off an eerie green glow and a thin trail of sweet-smelling vapor.*

The vapor is a sleep-inducing incense. After 1d6 rounds, those entering the room must make a successful DC 12 Fortitude save or fall asleep. Any PCs standing directly over a burner and inhaling the concentrated fumes makes this save with a -1d penalty and immediately falls asleep upon failure. Victims remain asleep for 1d14 rounds after the incense stops burning.

The small "**x's**" on the map represent the locations of seated or kneeling, motionless figures draped in black cowled robes. The figures are long-dead human worshippers of Thanatos. They crumble to dust at the merest touch, leaving behind only a few bones, shreds of black cloth, and a silver chain and skull shaped pendant with turquoise eyes (value 10 gp). There are four figures and four pendants.

The "**e**" denoted on the map is another figure that looks like the others, but it is a very patient barrow-wight. If undetected it will attack with surprise when touched. If left alone it will follow and attempt to attack from behind. The wight wears no jewelry.

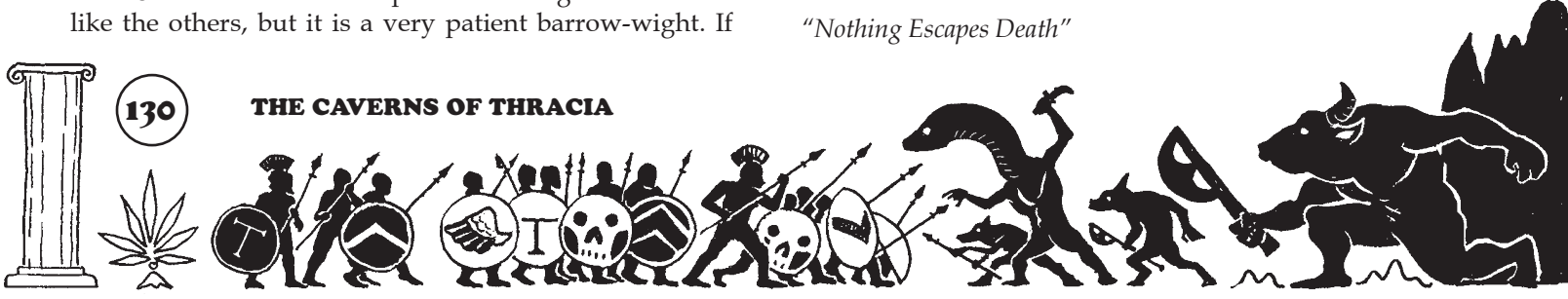
Barrow-wight: Init +1 (surprise); Atk claw +2 melee (1 plus XP drain (1d4, DC 10 Will save negates)); Crit U/d8; AC 15; HD 3d8 (hp 20); MV 40', climb 20'; Act 1d20; SP un-dead traits; SV Fort +3, Ref +5, Will +3; AL C.

Un-dead traits: Barrow-wights are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

XP drain: Experience lost to the barrow-wight does not reduce a PC's level but must be re-earned prior to being able to reach the next level. Characters reduced to 0 XP are slain and rise as barrow-wight within 1d7 days.

The walls behind the drapes are plastered and contain frescoes depicting a dark-robed faceless being (Thanatos) reigning triumphantly over all varieties of mortal creatures of all religions. Above and below the frescoes are inscriptions in the Ancient Thracian language which repeat over and over…

"Nothing Escapes Death"



The north door is made of stone bound with iron. It is locked and requires a DC 12 *pick lock* check to open. The barrow-wight has the key to the door in a belt pouch. The key has a death's head at both ends, but it is still recognizably a key. The south door is held fast with *ward portal* (result 12) requiring a DC 20 Strength check to open (warriors and dwarves may add their deed die to their attempt, with a success on the deed resulting in tearing the door from its hinges or other such dramatic result). A skull with glowing red eyes is set into the stone of the door. The skull will hiss at any who attempt to open the door and say,

> *"Enter fools! Join me in the bliss that is Thanatos! Become one with blessed death! It is in the final end that fulfillment lies."*

The secret door in the south wall is covered by plaster and may only be found if directly searched for (as area 1-9A above). The door is locked (again the barrow-wight's key, or a DC 12 *pick lock* check will open it, see above). The door is trapped with a spring-loaded spear concealed in the ceiling (DC 10 *find trap* check to detect, DC 12 *disable trap* check to disarm, failure resulting in the trap going off) which inflicts 1d6 damage (DC 15 Reflex save for half damage). The trap is triggered by inserting the key in the lock.

Area 1-10 — Crypt of the Waking Dead: The hall leading to this room has a long-neglected pit trap, which opens under a PC failing a Luck check, dropping them 10′ (1d6 damage). Locating the covered pit requires a DC 12 *find trap* check although, due to its age and already poor condition, disarming it only requires a successful DC 8 *disarm trap* check.

At the north end of this somber-feeling chamber is an amorphous black blob reaching twenty feet high, writhing and undulating as if to some unheard music. Both the eastern and western walls are painted with a faded trio of morose-looing looking human faces. The massive, disembodied heads, roughly four feet in height, all stare directly across the room, into the eyes of the face opposite.

The amorphous black blob at the north end of the room is a "scarecrow" made of a large black robe draped over a 20′ tall statue of a faceless being. A magical wind blows outward from the north wall but will stop the moment the robe is removed from the statue. The wind cannot be felt until the room itself is entered. Those carrying protected flames (such as a hooded lantern) must make a successful Luck check to avoid their lights from being extinguished, while all unprotected flames will be blown out immediately upon entering the room.

All the secret doors into areas 1-10A through 1-10F are covered by a layer of plaster and are marked with the presence of a painted face. They cannot be detected by mundane means unless specifically searched for. Unless otherwise noted, the difficulty for finding these secret doors is DC 12.

If the door to area 1-10F is opened, the doors to all the other occupied crypts will burst open, as the remaining skeletons immediately begin to attack any intruders.

Area 1-10A — Empty Crypt: *Whomever was entombed in here has long since crumbled to dust.*

The tomb contains nothing of value.

Area 1-10B — The Living Dead: *Standing within this small crypt are a trio of skeletons, each dressed in shredded black robes and wearing a turquoise-eyed silver skull pendant around their neck. As the door opens, their hollow sockets turn towards your intrusion, and they begin to move.*

Each pendant is worth 10 gp.

Skeleton (3): Init +0; Atk claw +0 melee (1d3); Crit U/d4; AC 9; HD 1d6 (hp 6, 4, 4); MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 1-10C — More Living Dead: *Within this small crypt stand four skeletons. They are clad in the tatterdemalion remnant of black robes and each with a tarnished silver skull pendant with turquoise eyes around their neck. As the door opens, their clawed hands rise as they move forward to attack.*

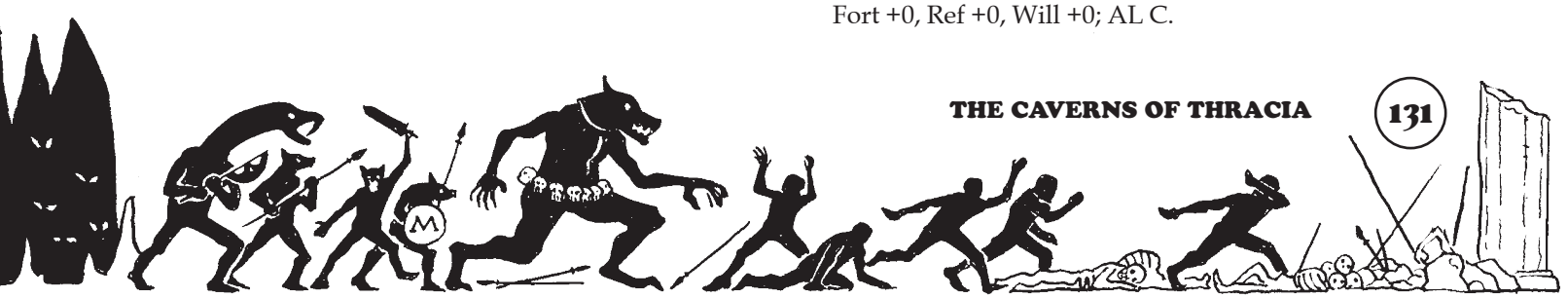
Skeleton (4): Init +0; Atk claw +0 melee (1d3); Crit U/d4; AC 9; HD 1d4 (hp 4, 4, 3, 2); MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Each pendant is worth 10 gp.

Area 1-10D — Even More Living Dead: *This small chamber is occupied by four skeletons wearing tattered black robes and a tarnished silver skull pendant with turquoise eyes around their neck. They immediately move to attack.*

Skeleton (4): Init +0; Atk claw +0 melee (1d3); Crit U/d4; AC 9; HD 1d6 (hp 4, 4, 3, 3); MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.



Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Each pendant is worth 10 gp.

Area 1-10E — A Second Empty Crypt: *The occupant of this room disintegrated to its primal components years ago. All that remains is a pile of dust and black rags, along with a single skull pendant which rests atop the mortal residuum.*

The pendant is worth 10 gp.

Area 1-10F — A Not-So-Empty-Crypt: *This cramped ten-foot by fifteen-foot crypt holds six skeletons, clad in chainmail and wielding longswords. Behind them, against the north wall, rests a small lockbox.*

If the door to this crypt is opened, the doors to all the other crypts will spring or burst open and release any surviving occupants who will immediately begin to attack any intruders. In a locked box (DC 10 *pick lock* check to unlock) against the room's north wall is 100 sp, 20 gp, and a *potion of levitation* (see p. 224, DCC RPG) in a skull-shaped flask.

Skeleton (6): Init +0; Atk claw +0 melee (1d3) or longsword +0 melee (1d8); Crit U/d4 or III/d4 (if wielding a weapon); AC 14 (chainmail); HD 1d6 (hp 6, 6, 5, 4, 4, 3); MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 1-11 — Perfectly Preserved Curate: *Shining into the center of this twenty-foot by twenty-foot chamber is a beam of flickering orange light, gradually growing dimmer before your eyes. Standing at the heart of the light is a man, clad in chainmail and clutching a stone mace. Flanking him to either side are two trios of skeletons, their bones clacking softly as they stand in attendance.*

The cleric Macreus was entombed here at a time 150 years after the downfall of King Agamemnos (see Chapter 3) when the worship of death was not so popular. However, Macreus' followers had found a way to preserve him indefinitely and keep him alive so they could rescue him in the near future when things cooled down a bit for the death worshippers. However, Macreus was forgotten and left in stasis for 950 years until the opening of the secret door in area 1-9, which breaks his stasis and awakens the skeletons.

Macreus will speak both the language of the Thracians (see area 2-13 for translation difficulties) and also the language of the ancient Thracians, being able to read and speak it fluently. He knows of the location of Level 3A and how to get to it. He knows of the sphinx. He is aware of the complex of rooms at area 2-23 and has heard legends of the complex of rooms at area 2-31 (beneath area 2-22). If given no reason to think that the PCs are non-believers, and left to his own devices, Macreus will set about restoring the chapel (area 1-9).

The cleric is guarded by six skeletons, which are fully under his control. Around his neck he wears a turquoise-eyed silver skull pendant (worth 25 gp) and his belt holds a pouch of *confusion dust* (4d8 doses, 10' x 10' cloud) that must be inhaled (see Appendix B - New Equipment, Magic Items, Curses, and Spells).

There is also a strong but lightweight rope ladder that is 50' long. One end of the ladder has two stone balls attached to it that will fit into a pair of reinforced holes at the south end of the corridor, which opens out into the cavern at area 1-14 (see judge's note). The balls will hold the ladder in place.

In the southern corridor is a shallow pit trap (1d3 damage with no chance of broken bones, DC 12 Reflex save

CONTROL UN-DEAD RESULT BY HD

Check	Control Range	1 HD	2 HD	3-4 HD	5-6 HD	7-8 HD	9-10 HD	11-12 HD
12-13	30′	C1	NE	NE	NE	NE	NE	NE
14-17	30′	C1d3+CL	C1	NE	NE	NE	NE	NE
18-19	30′	C1d4+CL	C1d3+CL	NE	NE	NE	NE	NE
20-23	60′	C1d6+CL	C1d4+CL	C1	NE	NE	NE	NE
24-27	60′	C1d8+CL B+1d	C1d6+CL	C1d3+CL	C1	NE	NE	NE
28-29	60′	C2d6+CL B+1d	C1d8+CL B+1d	C1d4+CL	C1d3+CL	C1	NE	NE
30-31	120′	R1d8+CL	C2d6+CL-B+1d	C1d6+CL	C1d4+CL	C1d3+CL	C1	NE
32+	240′	R2d6+CL	R1d8+CL	C1d8+CL B+1d	C1d6+CL	C1d4+CL	C1d3+CL	C1

NE = No Effect.

C = Creatures up to this HD are controlled in a quantity. For example, "C1" means one creature is controlled; "C1d4+CL" means a number of creatures of this HD are controlled equal to 1d4 + caster level. Creatures of greater than 2 HD receive a saving throw (Willpower save vs. control check DC). A controlled creature is completely obedient to the cleric unless usurped through the control of another cleric. The duration of control is as follows: 1 HD 1d3+CL years; 2 HD 1d4+CL months; 3-4 HD 1d5+CL weeks; 5-6 HD 1d6+CL days; 7-8 HD 1d7+CL hours; 9-10 HD, 1d8+CL turns; 11-12 HD, 1d10+CL rounds.

B = Creatures are turned, and they are bolstered with a +1d bonus against subsequent turn unholy and control un-dead attempts. For example, C1d4+CL, B+1d4 means the cleric can control a number of creatures of this HD equal to 1d4+CL, and those creatures *also* gain +1d bonus to saves against being turned or controlled.

R = If the corpses are available, the cleric raises the indicated number of un-dead. These un-dead are permanently under the control of the cleric, but they are still subject to being turned or outside control as normal.

negates) which may be discovered with a successful DC 10 *find trap* check. It is easily avoided but those wishing to jam the mechanism closed/open may do so with a DC 12 *disable trap* check. On the floor of the pit is a locked chest (requiring a DC 10 *pick lock* check to open) containing 200 cp, and 50 sp.

Judge's note: The opening into area 1-14 is masked with an illusionary dead end (DC 14 Willpower save to disbelieve). Those attempting to press against the "wall" must succeed at a DC 10 Reflex save or stumble through the illusion and crash to the cavern floor below suffering 5d6. Viewing from the cavern below, or the rope bridge at area 1-15, pierces the illusion.

Macreus, cleric of Thanatos: Init +0; Atk stone mace +2 melee (1d6) or spell; Crit III/d10; AC 15 (chainmail); HD 4d8 (hp 18); MV 30′; Act 1d20; SP cleric abilities ((CL 4, +4 spell check): divine aid, lay on hands, turn unholy), control un-dead, *confusion dust* (victims in 10′ x 10′ cloud must succeed at a DC 12 Will save each round or be unable to act), spellcasting (+4 spell check): Spells (1st) *blessing, darkness, paralysis, protection from evil, silence, word of command*; (2nd) *binding, curse, lotus stare, wood wyrding;* SV Fort +2, Ref +1, Will +2; AL L.

Control un-dead: A cleric of Thanatos may control un-dead in a fashion similar to their ability to turn unholy, save that they have a minimum result of 12.

Skeleton (6): Init +0; Atk claw +0 melee (1d3) or longsword +0 melee (1d8); Crit U/d4 or III/d4 (if wielding a weapon); AC 14 (chainmail); HD 1d6 (hp 6, 6, 5, 4, 4, 3); MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 1-12 — Oracular Skull: The room is 10 °F colder than the hallway (the hall is approximately 55 °F). The entry hall to this room is guarded by a pair of concealed crossbows (1d6 damage each, DC 15 Reflex save for half damage). A successful DC 12 *find trap* check will discover one of them, a DC 15 is required to find both (DC 10 if the thief specifically searches for a second time trying to find another trap). The crossbows are triggered by the movement of the door's hinges as the door is opened, and each operates independently of the other, thus requiring a separate DC 12 *disable trap* check per crossbow to neutralize.

The floor of the room is set in large, red, ceramic tiles, glazed and very smooth. Inscribed on the floor in glowing green lines is a hexagram, a six-pointed star drawn within a circle. The walls and the hemisphere of the fifty-foot-high domed ceiling appear to be a night sky with constellations moving across them.

Floating fifteen feet off the ground in the center of the hexagram is a green, glowing, human skull with ram's horns apparently growing out from it. The skull has living eyes and is watching the entryway very closely.

The servitor skull will watch persons entering the room and chuckle ominously. Once the PCs have entered, the servitor skull will speak in a booming voice,

> *"Speak petitioner and have thy say,*
> *that I may answer ye yea or nay."*

The near omniscient servitor skull will then allow everyone present to ask one "yes or no" question which it will answer truthfully. No PC may ever ask more than one question. Once the question has been asked and answered, the skull will speak again…

> *"Now the answers to you are made known*
> *And ye now are each Thanatos' own."*

At that point, a small, white, skull-shaped blemish will appear on the back of the right hand of every PC who asked a question. Any PC so marked will be visited by the Incarnation of Death when they have 3 or fewer hit points, regardless of where they may be (see The Incarnation of Death, p. 130).

The mark of Thanatos, easily identified by one of Death's worshipers, may only be removed by a cleric of another god calling upon divine aid. The attempt requires a successful roll against a DC equal to 9 plus the victim's level (the more powerful the person, the less likely Thanatos is to give up the connection to their soul).

The servitor skull will only enter combat if attacked.

Servitor skull (Type I demon, Thanatos): Init +0; Atk bite +4 melee (1d8), eyebeam (x2) +4 missile fire (1d5, range 60') or spell; Crit DN/d4; AC 15; HD 4d12 (hp 31); MV fly 60'; Act 1d20 or 2d16 (eyebeam); SP demon traits; SV Fort +4, Ref +4, Will +0; AL C.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 120', spellcasting (+4 spell check): Spells (1st) *darkness*.

Area 1-13 — Moldy Bones: The door to this room is bolted from the outside with a heavy stone bar. This may be easily opened from the hallway but opening the barred door from within the room requires a successful DC 18

Strength check (warriors and dwarves may add their deed die to their attempt, with a success on the deed resulting in shattering the stone bar and hurling fragments about the hallway).

The air here is musty, smelling strongly of mildew. The eastern quarter of the room is choked with mounds of a thick heavy mold, obscuring the identity of anything which may lie beneath.

The door to this room is bolted with a heavy stone bar from the west side. The shaded area in this room represents a colony of mold, beneath which lie six moldy skeletons. If the mold is disturbed, the moldy skeletons will rise and attack

In a stone box (location marked by the "**x**" on the map) are 50 sp, 20 gp and an obsidian, skull-headed rod (the *rod of Thanatos* – see Appendix B - New Equipment, Magic Items, Curses, and Spells). In the hands of a wizard with an arcane affinity for necromancy, it will allow them to control un-dead as per a cleric of Thanatos of equal level.

The hall to the south leads to a cavern and a 50′ drop.

Judge's note: The opening into area 1-14 is masked with an illusionary dead end (DC 14 Willpower save to disbelieve). Those attempting to press against the "wall" must succeed at a DC 10 Reflex save or stumble through the illusion and crash to the cavern floor below suffering 5d6 damage. Viewing from the cavern below, or the rope bridge at area 1-15, pierces the illusion.

Skeleton, moldy (6): Init +0; Atk claw +0 melee (1d3) or longsword +0 melee (1d8); Crit U/d4 or III/d4 (if wielding a weapon); AC 9; HD 1d6 (hp 6, 5, 5, 4, 3, 3); MV 30′; Act 1d20; SP un-dead traits, fungal cloud, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Fungal cloud: When first struck, the mold covering the skeleton discharges golden spores which form a 10′ diameter fungal cloud. Beginning on the following round, any creature within the cloud suffers a -1 penalty to attacks, damage, and saves due to the cloud. In addition, a target within the cloud must make a DC 10 Fortitude save or be poisoned, losing 1d3 Agility and suffering 1 damage. A new save is required each round the victim remains within the cloud.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 1-14 — Upper Reaches: *Darkness enfolds this yawning chasm and glistening stalactites descend from the gloom above. The air here is foul with the stench of ammonia, and high-pitched chittering can be heard from among the hanging fingers of stone.*

This is the upper part of the caverns that are mapped on Level 2. From the level of the rope bridge, they descend 50′ to the floor below and rise from 10′ to 40′ upwards. Various stalactites hang from the ceilings among which nest a colony of giant bats.

Hanging amongst the stalactites are 20 giant bats with a wingspread of approximately 5′. Torches and normal lanterns moving along the rope bridge will dislodge two of them, causing them to attack. Magical light or directional lanterns (if pointed in their direction) will dislodge all 20 bats. Falling from the bridge inflicts 5d6 damage.

Bat, giant (20): Init +6; Atk bite +1 melee (1d3 plus disease and knockback); Crit M/d6; AC 14; HD 1d8 (hp 8x2, 7x3, 6x4, 5x3, 4x2, 3x3, 2x2, 1); MV fly 40′; Act 1d20; SP disease (sickness and vomiting for 2 days; half movement and -4 to all rolls during that time, DC 8 Fort save negates), knockback; SV Fort +1, Ref +2, Will -2; AL L.

Knockback: If the bats score a hit against a PC on the rope bridge, that PC must make a DC 12 Reflex save to avoid being thrown from the bridge. Each successive strike in a single round increases the difficulty of the save by +2. Only one save is made per round.

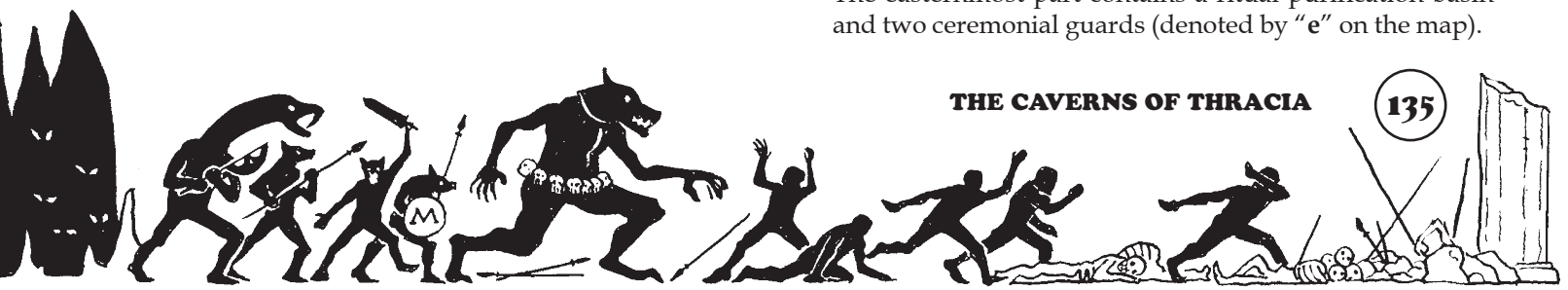
Area 1-15 — The Rope Bridge: *This is a forty-foot-long bridge of apparently recent construction made of strong hemp ropes woven and tied around closely set planks of wood. At waist height there is a rope handrail on both sides. The bridge is firmly attached at both ends. It would likely be the work of but one or two sword chops to effectively sever the bridge.*

The ropes attaching the bridge to the rock may withstand 6 damage each (from edged weapons or magic) before being severed. Due to the dampness in the air, the rope will not readily burn unless first liberally doused with oil (two or three flasks). Falling from the bridge inflicts 5d6 damage.

Area 1-16A — Sanctuary of the Dark One Entry: *Standing in the flickering torchlight, two full-plate-clad men stand near a ritualistic cleansing basin. Stretching thirty feet, running north to south, a pair of heavy black curtains hangs behind them.*

This is a worship hall devoted to Thanatos, but under his recent name of "The Dark One". The chapel is about a century old and is used by the local tribesmen. The room is divided into three parts.

The easternmost part contains a ritual purification basin and two ceremonial guards (denoted by "**e**" on the map).



Should combat break out, the two ceremonial guards in area 1-16B will hold their position for 3 rounds. If the combat is still ongoing at that point, they will come to the aid of their compatriots.

Ceremonial guard (2): Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 11, 8); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Area 1-16B — Central Sanctuary: *Torchlight illuminates rows of pews assembled here in the worship area. Iconography, depicting death in its countless forms, covers the walls here. A second pair of heavy black curtains hangs opposite, isolating this area from the greater chamber around it.*

Two more ceremonial guards (denoted by "**e**" on the map) stand watch here, to prevent any but a cleric of Thanatos from passing into the contemplative section to the west. Clerics succeeding in a DC 10 Intelligence skill check while examining the iconography of this chamber will understand that the westernmost chamber is reserved for clerics of the Dark One, and may feel hesitant to trespass in such an area.

Ceremonial guard (2): Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 10 each); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Area 1-16C — Westernmost Sanctuary: *Beyond the final set of curtains is some form of contemplative sanctuary. Within the chamber, against the west wall, stands an eight-foot-tall wooden carving of a humanoid in black robes with a skull face and turquoise for eyes. It is flanked by a pair of smoking braziers, giving off orangish-red light.*

Only a cleric of Thanatos may enter this chamber without drawing the wrath of the god. All others who enter are subject to the Curse of Thanatos (DC 15 Willpower save to resist - see sidebar). Should anyone attempt to pry the eyes from the statue, the flames of the brazier will flash outwards, filling the chamber with burgundy flames inflicting 1d6 damage to everyone in the chamber. Further, those caught in the blast catch fire (DC 12 Reflex save to avoid or suffer an additional 1d6 damage per round until extinguished). The curtains will also ignite, forming a blazing obstacle to escape. Pushing through the curtains unprotected inflicts 1d3 damage, as does attempting to hold the curtains open for someone else. Each eye of the statue is valued at 200 gp.

CURSE OF THANATOS

MODERATE CURSE

Those whose blasphemous trespasses have drawn the ire of Thanatos find it increasingly difficult to avoid the Dark One's embrace. The curse carries a -2 Luck penalty and the victim's body ceases to heal wounds naturally with rest. Further, as most gods are loath to arouse the anger of Death itself, healing via lay on hands suffers a -1d penalty. The sole exception to this penalty are the workings of clerics of other incarnations of Death (such as the Carnifex or Hades).

The curse may be voluntarily lifted by any cleric of Thanatos who chooses to do so, by use of *remove curse*. Otherwise, the curse ends after the victim's next close brush with death when their body is recovered after having bled out.

Area 1-17 — Bars, Visions, Spears and Slides: *The entrance to this ten-foot by twenty-foot area is blocked off by a set of rusty iron bars. A set of stairs can be seen along the northern wall, descending into darkness. A comely looking woman tugs and strains against the bars before retreating back against the far wall, cowering in fear. Her appearance is distinctly sylvan, and is accented by her being clad in greens and browns, with vines braided into her long, flowing green hair.*

The dryad is merely an illusion (DC 16 Willpower save to pierce), meant to lure the unwary to hastily push past the bars and trigger the trap beyond. The bars are strong, but not impenetrable, requiring a successful DC 14 Strength check to bend (warriors and dwarves may add their deed die to their attempt).

On the east side of the bars is the trigger to the spear trap (DC 12 *find trap* check to discover, DC 10 *disarm trap* check to neutralize). A PC crossing the area and failing a Luck check will trigger the trap, being struck by a pair of spears for 2d8 damage (D-C 12 Reflex save for half damage).

The stairs go down to area 2-1 and are also trapped (DC 14 *find trap* check to discover, DC 20 *disarm trap* check to neutralize). Regardless of position in the party, when the PC with the lowest Luck score is one-quarter of the way down the stairs, they will flatten, turning into a slick 45° angle slide. All unanchored PCs on the stairs must succeed at a DC 12 Reflex save or be plunged into the water at area 2-1.

Area 1-18 — Stairs to the Surface: This set of stairs goes up to the ruins above. It is the access route of the priests of "The Dark One" when they come to perform their semi-monthly ceremonies here in the holy of holies. Any artificial light coming down this stair will be visible to the guard (denoted by "**e**" on the map) posted in front of area 1-20. The guard will then blow a high-pitched magical whistle that only the servants of "The Dark One" (or PCs "branded" by Thanatos in area 1-12) can hear, thus allowing them to prepare ambushes. This whistle can be heard in areas 1-14 through 1-26.

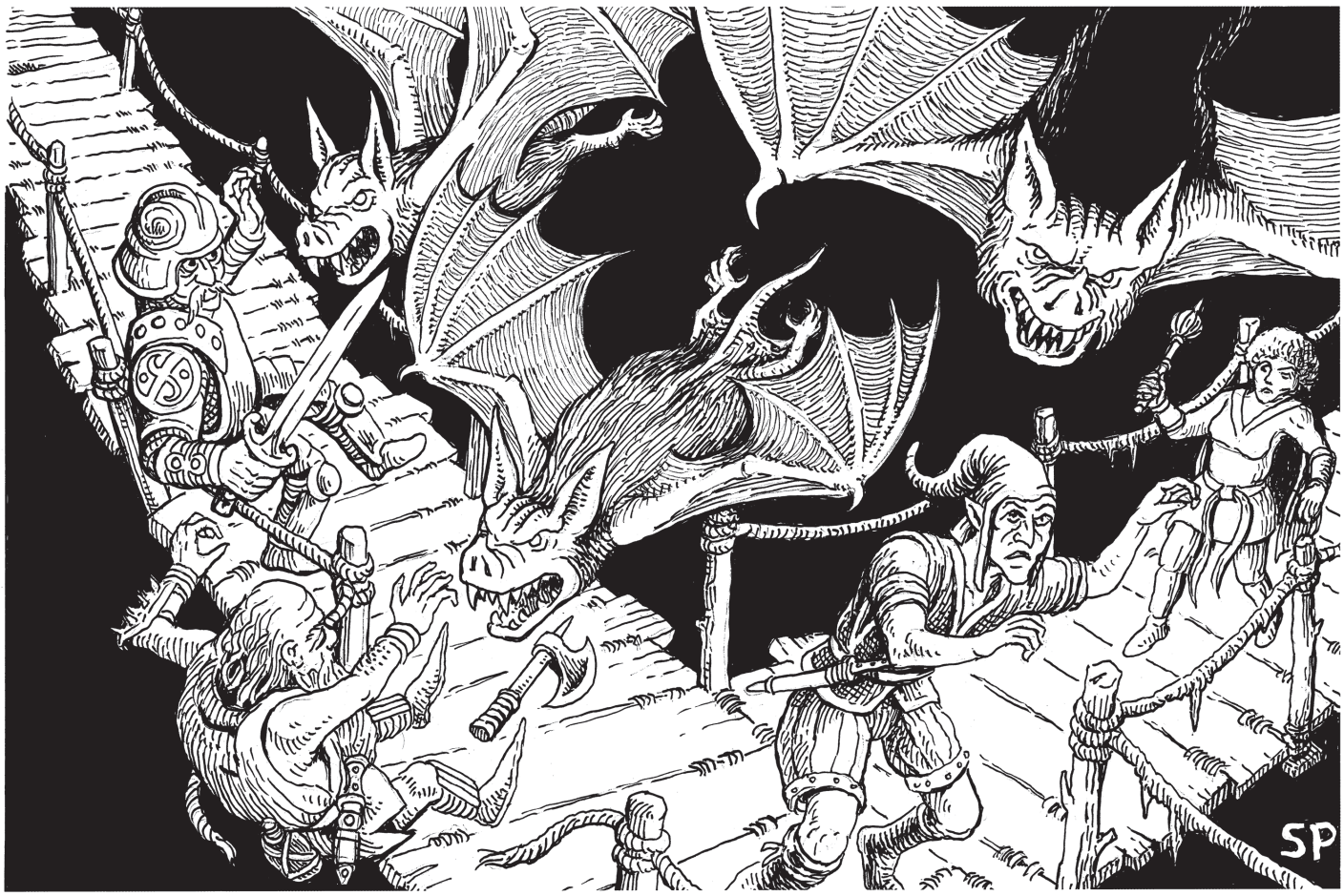
Area 1-19 — A Second Rope Bridge: *This is an approximately twenty-five-foot-long, "T" shaped bridge of fairly recent construction made of strong hemp ropes woven and tied around closely set planks of wood. At waist height, there is a rope handrail on both sides. The bridge looks to be firmly attached at all three ends.*

The ropes attaching the bridge to the rock may withstand 10 damage each (from edged weapons or magic) before being severed. Due to the dampness in the air, the rope will not readily burn unless first liberally doused with oil (two or three flasks). Light moving along this bridge will alert the guard posted at the door to area 1-20 (see area 1-18 for details).

Hanging amongst the stalactites are five giant bats with a wingspread of approximately 5'. Torches and normal lanterns moving along the rope bridge will dislodge two of them, causing them to attack. Magical light or directional lanterns (if pointed in their direction) will dislodge all five bats. Falling from the bridge inflicts 5d6 damage.

Bat, giant (5): Init +6; Atk bite +1 melee (1d3 plus disease and knockback); Crit M/d6; AC 14; HD 1d8 (hp 4, 4, 3, 3, 1); MV fly 40'; Act 1d20; SP disease (sickness and vomiting for 2 days; half movement and -4 to all rolls during that time, DC 8 Fort save negates), knockback; SV Fort +1, Ref +2, Will -2; AL L.

Knockback: If the bats score a hit against a PC on the rope bridge, that PC must make a DC 12 Reflex save to avoid being thrown from the bridge. Each successive strike in a single round increases the difficulty of the save by +2. Only one save is made per round.



Area 1-20 — Ritual Hall of Purification: Posted outside of this room is a ceremonial guard (denoted by "**e**" on the map). He has a magical whistle made of bronze that he will blow when intruders are spotted. This whistle will alert all guards and servants of "The Dark One" in areas 1-14 through 1-26, who will then prepare ambushes. The whistle cannot be heard by non-believers, and only PCs "branded" by Thanatos in area 1-12 will be able to hear the whistle.

Ceremonial guard: Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 15); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

At the center of this circular room is a five-foot-diameter basin resting atop a three-foot-tall pillar of skulls. At the north end of the room is a ten-foot-diameter column of black drapery that hangs from the ceiling twenty feet overhead to the floor. The walls are covered with imagery of death in its many forms, although mostly focusing on its more violent aspects.

The room is a purification chamber where the priests of "The Dark One" ceremonially clean themselves before performing holy rites. A pair of acolytes of Thanatos (denoted by "**c**" on the map) flank the statue, tasked with the maintenance of the chamber, while a pair of ceremonial guards (denoted by "**e**" on the map) are also present. If alerted by the guard outside the door, they will be prepared to draw aside the curtains to confront intruders with the might of the "Dark One". All non-believers whose gaze falls upon the statue are paralyzed for 1 turn (successful DC 12 Willpower save negates). Worshippers of Thanatos, as well as those marked with his brand, are immune To the immediate west of the statue is a secret trap door in the floor (DC 14 Intelligence check to discover). This hatch opens to a shaft leading 70' down to area 2-17I..

The basin is a holy water font (lawful), the touch of which will burn creatures of Chaos for 1d6 damage. There are 10 vials worth of holy water contained in the ritual cleansing basin. The eyes of the statue are a pair of matched citrines worth 150 gp each. The acolytes are fluent only in the Thracian tongue.

Acolyte of Thanatos (2): Init -1; Atk mace +1 melee (1d6), *charm* (turns any humanoid friendly to their cause for 1d4 hours, DC 11 Will save to resist), or harmful spell (1d6+1, DC 11 Will save for half damage, range 50'); Crit III/d6; AC 13 (leather & shield); HD 1d8 (hp 8, 7); MV 30'; Act 1d20; SP *charm* (1/day), harmful spell (2/day); SV Fort +1, Ref +0, Will +2; AL N.

Ceremonial guard (2): Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 14, 13); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Area 1-21 — Outer Lair of the Wolverine: *This rough-carved room reeks of animal waste and a thick musk. Scattered about on the floor are a number of weapons and armor pieces.*

Any noise (conversation, footfalls, etc.) in this chamber will draw the attention of the giant wolverine. It will charge into battle the following round (+2 to attacks, -2 to AC for 1 round) and will fight to the death.

Lying about the floor in this room are various weapons (a longsword, three spears, a crossbow and ten quarrels, a handaxe, and two daggers), a helmet (full head, closed), a befouled suit of dwarven chainmail, and two or three pieces of full plate similar to that worn by the guards in areas 1-16 and 1-20. All the equipment is drenched in wolverine musk and is unusable until well washed and/or aired out for several days.

Wolverine, giant: Init +1; Atk claw (x2) +4 melee (1d5) and bite +4 melee (2d4); Crit M/d10; AC 15; HD 4d8 (hp 26); MV 20'; Act 1d20 (bite)+2d16 (claws); SP death throes, musk, immune to fear; SV Fort +5, Ref +3, Will +4; AL N.

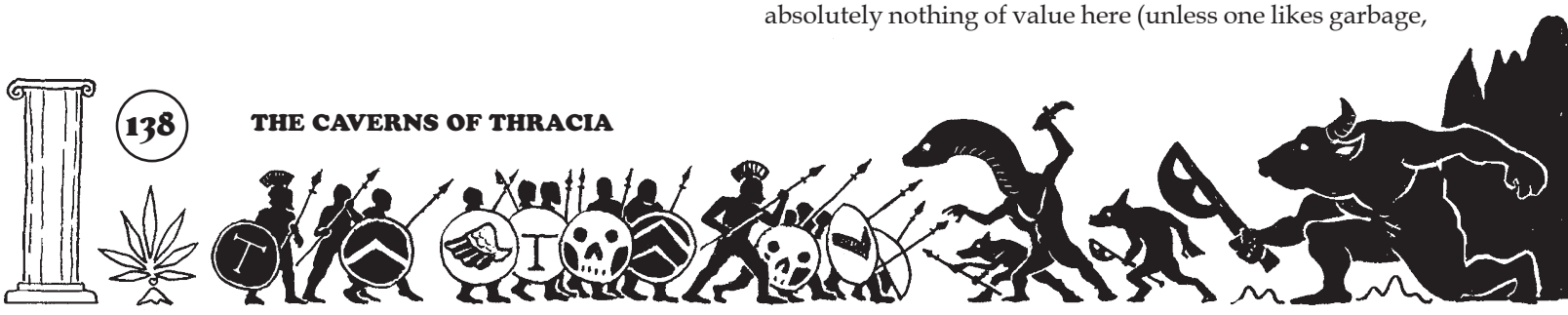
Death throes: So determined a creature is the giant wolverine that its body continues to fight until the end of the round after its death (allowing for as many as 2 rounds of attacks from the dying creature).

Musk: Once per combat, in place of its bite attack, the giant wolverine may spray musk in a 20' stream. All within 50' of the wolverine (so long as they have a sense of smell) suffer a -1d penalty to all actions so long as they remain in the vicinity (DC 13 Fortitude save negates). Victims struck by the stream of musk are rendered helpless for 2d3 rounds (DC 10 Reflex save negates) and, upon waking, are automatically subjected to the -1d penalty until well washed (requiring d3+1 hours) or cleansed with fire.

Area 1-22 — The Lair of the Giant Wolverine: *The stench of the outer chamber pales in comparison to this cave's cloud of effluvium. The reek here is so thick as to have a flavor. The floor is covered in bones, muck, and detritus, with a large pile of it obscuring most of the West wall.*

This rough-carved chamber reeks so badly that PCs entering it must make a DC 10 Fortitude save or suffer a -1d penalty to all actions while in the room.

The giant wolverine (see area 1-21) will normally be in this chamber, in the northern extension of the room, unless alerted to intruders in the outer chamber of its lair. There is absolutely nothing of value here (unless one likes garbage,



bones, and wolverine… stench). The concealed door in the west wall is clearly visible from this side, if the huge pile of garbage (denoted on the map) is dug away. From the other side, the secret door requires a successful DC 12 Intelligence check to find.

Area 1-23 — The Sacrificial Altar of The Dark One: *This ceremonial space juts out from the walls of the surrounding cavern. Three wooden stakes are lined along the western edge, placed in such a way that they can easily be pushed over into the blackness below. A stone bridge crosses the chasm to the north.*

There is a 10% chance that a sacrificial ceremony will be going on here. If so, a cleric of Thanatos will be present, aided by two friars of Thanatos. Ten followers of Thanatos will be present serving as witnesses, trainees, body servants, etc. and protecting the ceremony and restraining the sacrifices will be eight ceremonial guards. Finally, there will be three sacrifices (two peasants and a young elf maiden), bound and gagged, who are about to be pushed into the abyss. The cleric and their followers speak the Thracian tongue.

Cleric of Thanatos: Init +0; Atk stone mace +2 melee (1d6) or spell; Crit III/d10; AC 15 (chainmail); HD 4d8 (hp 30); MV 30′; Act 1d20; SP cleric abilities ((CL 4, +4 spell check): divine aid, lay on hands, turn unholy)), control un-dead, *speak with the dead* (2/day, +2 spell check); spellcasting (+4 spell check): Spells (1st) *holy sanctuary, paralysis, protection from evil, silence*; (2nd) *snake charm*; (3rd) *bolt from the blue*; SV Fort +2, Ref +1, Will +2; AL L.

Control un-dead: A cleric of Thanatos may control un-dead in a fashion similar to their ability to turn unholy, save that they have a minimum result of 12.

Friar of Thanatos (2): Init +0; Atk warhammer +3 melee (1d8), sling +3 missile fire (1d4), or harmful spell (1d8+2, DC 13 Will save for half damage, range 100′); Crit III/d8; AC 12 (leather); HD 3d8 (hp 20, 15); MV 30′; Act 1d20; SP heal 2/day (1d4 hp), harmful spell (3/day), turn foes (3/day, DC 13 Will save or be held 20′ back from the friar); spellcasting (+0 spell check): Spells (1st) *paralysis*; SV Fort +2, Ref +1, Will +4; AL N.

Ceremonial guard (8): Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 8, 8, 8, 7, 6, 6, 3, 3); MV 20′; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Worshiper of Thanatos (10): Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 2 each); MV 30′; Act 1d20; SP follower of Thanatos (immune to effects which specifically impact non-worshipers of Thanatos); SV Fort -1, Ref -2, Will -1; AL varies.

Peasant human sacrifice (2): Init -2; Atk fist -1 melee (1d3-1, non-lethal) or by weapon; Crit III/d4; AC 9; HD 1d4 (hp 2, 2); MV 30′; Act 1d20; SV Fort -1, Ref -2, Will -1; AL L.

Elf maiden: Init -2; Atk fist +1 melee (1d3, non-lethal) or spell; Crit II/d6; AC 10; HD 1d6+1 (hp 7); MV 30′; Act 1d20; SP infravision 60′, spellcasting (+1 spell check): Spells (1st) *color spray, detect magic, invoke patron* (King of Elfland), *magic shield, patron bond*; SV Fort +1, Ref +1, Will +1; AL C.

If there is no sacrificial ceremony in progress, there will be 10 giant bats. Any light in this area will disturb all the bats and they will attack anything that ventures past the pillars and out onto the bridge (area 1-24). Any fall from this area into the caverns below will cause 5d6 damage.

Bat, giant (10): Init +6; Atk bite +1 melee (1d3 plus disease and knockback); Crit M/d6; AC 14; HD 1d8 (hp 4, 4, 4, 3, 3, 3, 2, 1, 1, 1); MV fly 40′; Act 1d20; SP disease (sickness and vomiting for 2 days; half movement and -4 to all rolls during that time, DC 8 Fort save negates), knockback; SV Fort +1, Ref +2, Will -2; AL L.

Knockback: If the bats score a hit against a PC on the bridge, that PC must make a DC 12 Reflex save to avoid being thrown from the bridge. Each successive strike in a single round increases the difficulty of the save by +2. Only one save is made per round.

Area 1-24 — Trapdoor: *Spanning the chasm here is a bridge made of mortared stone. From the darkness below can be heard the rushing crash of white water.*

If stepped upon, this trapdoor drops open (DC 14 *find trap* check to detect) plunging victims to the pool below the rapids on Level 2 (area 2-7). The depth of the water reduces the force of the impact to 1d6 damage with no chance of bones breaking but leaves the victim in a 20′ pool of water. If detected, the trapdoor is easily bypassed by merely stepping around it, although those wishing to disarm the trap may do so with a successful DC 10 *disable trap* check.

Area 1-25 — Vault of the Ceremonial Treasures: Outside, guarding the door to this chamber, is a pair of ceremonial guards. They will defend the chamber to the death, while attempting to raise an alarm to warn the guards within the chamber, allowing them to prepare an ambush. The guards within the room and without are marked by "**e**".

Ceremonial guard (2): Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 10, 8); MV 20′; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Within this thirty-foot by thirty-foot room there are a number of crates, rolled tapestries, and other religious paraphernalia. The chamber is lit by four torches, a pair of which flank chests on both the north and south walls. A pair of swinging doors are to the west; a lever juts from the wall nearby.

This is the storage place of the Dark One's cult, holding holy relics (the *ancient oculars*), ceremonial trappings, and other things of cultic and worldly value. Inside the room there are two ceremonial guards at each marked point (denoted by "**e**" on the map) and, if alerted, three of them will charge into battle the moment the door opens (attacking with surprise). The fourth will hang back for a round in case it appears that the fighting ability of the guards is insufficient to the task. If so, then the remaining ceremonial guard will pull a lever on the north wall that releases the black bear from area 1-26 who will then join the fracas after 2 rounds, attacking anything not in the distinctive full plate of the guards.

Ceremonial guard (4): Init +1 (surprise); Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 16, 13, 12, 11); MV 20′; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Both chests are locked (DC 10 *pick lock* check to open) and are *cursed*. Anyone other than a cleric of the Dark One who touches one of the chests has their Strength reduced to 3 for 1d3 turns (DC 15 Willpower save negates). This curse will apply only to the first PC to actually physically touch a particular chest or its contents (including touching with weapons or lock picks).

The north box is empty save for being trapped (DC 12 *find trap* check to detect). Opening the trap releases a cloud of soporific gas, which will flood the chamber putting all within to sleep for 1d7 turns (a successful DC 12 Fortitude save negates).

The south box contains the following: a jeweled ceremonial mace (1d4+1 damage) valued at 50 gp, an iron box containing 100 gp, a leather bag with five garnets (5 gp each), a large sapphire (100 gp), and a pink pearl (75 gp). There is also a skull-shaped silver goblet set with gem chips valued at 50 gp and a platinum box, intricately carved with ancient runes, valued at 250 gp (the runes merely state that this box was crafted for his high excellence the King of Thracia, Argos II).

Inside the platinum box is a pair of glass beads that appear to be exact replicas of human eyes. If used to replace a PC's missing eye, these *ancient oculars* (see Appendix B - New Equipment, Magic Items, Curses, and Spells) grant infravision 30′ (60′ if implanted with both eyes) and the ability to see through up to 1′ of stone (1/day per eye for 1 turn).

Area 1-26 — The Bear Lair: *This floor of this foul-smelling cave is lined with a thick layer of straw. It is obviously an animal pen of some sort, as marked by the portcullis at the entrance.*

The bars closing off the entrance to the cave are raised and lowered by a lever in area 1-25. The black bear will attack any intruders not clad in the distinctive full plate of the ceremonial guards in the Vault of the Ceremonial Treasures (area 1-25).

Bear, black: Init +1; Atk slam +3 melee (1d6+3) or claw +3 melee (1d8+3); Crit M/d8; AC 14; HD 2d8+3 (hp 19); MV 30′; Act 1d20; SV Fort +3, Ref +3, Will +1; AL N.

A CHAMBER DIVIDED

Area 1-27 is divided in two, split by a deep chasm running from east to west. The floor within 1′ of the edge has eroded over time and will crumble if weight is put upon it (successful Luck check avoids), plunging the PC to the bottom of the chasm 80′ below (to area 2-20) and inflicting 8d6 damage.

Area 1-27A — Jets of Flame: *This is the northern half of an immense pillar-lined hall that appears to have been cleft in half by a deep chasm that extends into the walls both east and west. The reek of decaying flesh permeates the air here, coming from the countless bodies and skeletal remains arrayed on the other side of the chasm. The walls here are covered with decorative panel work, now moisture stained and discolored.*

The floor here is trapped, triggered by a pressure-plate between the two northernmost pillars (DC 13 *find trap* check to discover). The trap may be triggered once per week (it takes that long for the natural gas feeding the flames to collect) and it functions as follows:

Round 1	Flames erupt out of nozzles in the floor (denoted by the small circular dots around the circled "X" on the map), engulfing the area and burning those present for 1d6 damage. Affected PCs must succeed at a DC 12 Reflex save or catch fire (1d6/round until extinguished).
Round 2	Unseen within the flames, a portion of the floor (shown as a circled "X" on the map) slides away.
Rounds 3-4	A statue of a squat demon rises up from below, surrounded by the flames and accompanied by horrible, evil laughing. Its eyes glitter with large rubies, each worth 300 gp.
Rounds 5-8	Flames pour from the statue's mouth.
Rounds 9-10	The demon statue descends on its platform, dropping beneath the flames, as it returns to area 2-31.
Round 11	The floor closes and the flames are immediately snuffed out.

The area through which the statue rises is sealed with stone panels, 2′ thick. The 30′ deep shaft below is constructed of a slick oily textured stone (DC 15 *climb sheer surfaces* check to safely navigate). The secret door in the north wall is disguised among the ornate panel work and requires a DC 14 Intelligence check to discover.

Area 1-27B — The Burial Crypt of the Cult of the Dark One: *This is the southern half of a once great hall, cleft in half by a deep chasm. Crumbling columns support a sagging ceiling twenty feet above. The air here is thick with the scent of rot and decay and lying in ordered rows are rank upon rank of corpses. Most are long decayed and in skeletal form, but some look relatively fresh and buzz with flies.*

The "fresh" corpses are a few weeks old - if you can call that fresh. Lurking about and feeding on the cadavers is a carrion creeper. In one of the corpses is a clutch of 20 carrion creeper eggs, requiring a full turn of searching the scattered bodies. The eggs are a rare ingredient, highly sought after in magical research, and are worth 25 gp each.

Carrion creeper: Init +4; Atk tentacle (x2) +3 melee (1d6+1 plus paralysis for 1 turn (DC 12 Fort save negates), range 10′) and bite +3 melee (2d6+1); Crit M/d8; AC 17; HD 3d10 (hp 20); MV 30′, climb 30′; Act 3d20; SP infravision 60′; SV Fort +3, Ref +2, Will +1; AL N.

If the southernmost pair of columns is approached within 5′ or if the columns are passed between or to either side, 1d4 skeletons will animate and attack. Each following round, so long as there are living intruders, an additional 1d4 skeletons rise (up to a maximum of 400 skeletons).

Skeleton (1d4 per round/max 400): Init +0; Atk claw +0 melee (1d3); Crit U/d4; AC 9; HD 1d6 (hp 4 each); MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

The "**x**" denoted on the map along the east wall represents a locked (DC 13 *pick lock* check to open) stone chest. The chest is magically electrified and inflicts 2d6 damage to the first person who touches it (including with thieves' tools). A successful DC 12 *find trap* check reveals the scent of ozone and a feeling of static electricity, while a successful DC 10 *disable trap* check will disarm it. PCs thinking to somehow ground the trap without touching it will automatically succeed at disarming it.

The box contains personal possessions and valuables of the local patriarch of "The Dark One." Inside the chest is the following: a map that shows every room and secret passage in the holy of holies area of "The Dark One" (areas 1-14 through 1-27 [see Player Handout #3]); a wooden box containing two turquoise worth 50 gp each; begemmed statue of Athena, stolen from the palace of the Minotaur King long ago, weighing approximately 500 lbs. and valued at 400 gp; and an account written in Ancient Thracian telling of the sealed crypt of "The Dark One" (areas 1-9A through 1-13, [see Player Handout #4])") which reads as follows:

Dark God, Death's Head,
Sealed Forever in Ceaseless Mourning.
Captive and Kept From Service to Man,
Lost to Man is the Oracle Wise.

Chapter Six

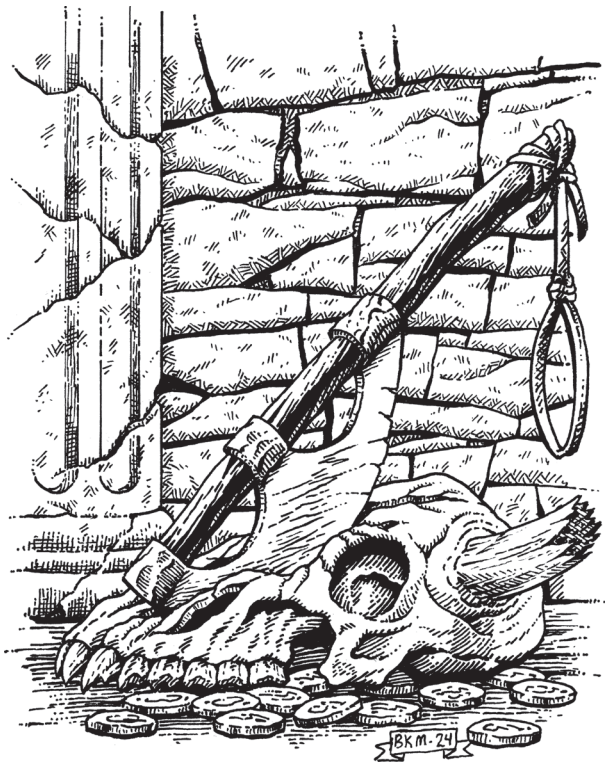
DUNGEON LEVEL 2

There are multiple entrances to this level from above. These include:

- The stairs from area 1-8 connect to area 2-20.
- Chasm in the hall from area 1-27 opens above area 2-20.
- Rope bridge (area 1-15) from area 1-14 to areas 2-1 through 2-7.
- Shaft that leads down from Level 1, area 1-20 to the floor of area 2-17I at the spot marked with "x".
- The stairs from area 1-17 connect to area 2-1.
- The trapdoor in area 1-24 opens up above area 2-7.

There is also access to Dungeon Level 3 from deeper within the complex.

- The teleport pad in area 2-23 leads to area 3-1 (see area 3-36 if a "special marble" is possessed).



MONSTERS

DUNGEON LEVEL 2 (EXCLUDING AREAS 2-13, 2-16A, 2-17, 2-18, AND 2-3)

d12	Encounter
1	Lizardman Patrol B (see Appendix A - New Monsters)
2	Gnoll Patrol B (see Appendix A - New Monsters)
3	Gnoll Patrol C (see Appendix A - New Monsters)
4	1d4+1 Stirges
5	2 Giant Tarantula Spiders
6	Primeval Slime
7	Tribal Band A (see Appendix A - New Monsters)
8	Tribal Band B (see Appendix A - New Monsters)
9	Tribal Band C (see Appendix A - New Monsters)
10	Battle Between Tribal and Lizardman Patrols
11	Living Statue, Stone
12	Random encounter from (Roll 1d10): (1-2) Level 1 table, (3-10) Palace table

DUNGEON LEVEL 2 WANDERING MONSTER DESCRIPTIONS

BATTLE BETWEEN TRIBAL AND LIZARDMAN PATROLS

A battle is in process between Tribal Band B and Lizardman Patrol C (see Appendix A - New Monsters). One member of each patrol is dead and at least two members on either side are injured (-1d3 hp). The tribal patrol is outclassed by their reptilian opponents and if unaided, they are all killed except for the warrior, who is knocked unconscious and taken back to the Minotaur King.

LIVING STATUE, STONE

Living statue, stone: Init +6 (surprise); Atk weapon +3 melee (1d8); Crit M/d8; AC 16; HD 3d8 (hp 17); MV 30′; Act 1d20; SP surprises 50% of time; SV Fort +4, Ref -2, Will -2; AL N.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

PRIMEVAL SLIME

Primeval slime (10′ x 10′): Init (always last); Atk pseudopod +4 melee (1d4); Crit M/d10; AC 10; HD 4d8 (hp 18); MV 5′, climb 5′; Act 4d20; SP psionic, half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N.

Psionic: The ooze has a latent, primitive intelligence. It hurls mental blasts against nearby targets in an attempt to subdue them. Each round it gains an additional action die, which may only be used as a psychic blast. It can target any living creature within 100′ with a psychic blast. A creature struck by the psychic blast must make a DC 14 Willpower save or suffer 1d6 damage as it reels back in intense mental pain, nose and ears bleeding from the pressure within its cranium.

SPIDER, GIANT TARANTULA

Spider, giant tarantula (2): Init +3; Atk bite +4 melee (1d4+2 plus poison (3d4+1 Strength, DC 14 Fort save reduces to 1d4 Strength)); Crit M/d8; AC 14; HD 2d6 (hp 10, 8); MV 40′, climb 40′; Act 1d20; SP infravision 60′, pounce (1/combat); SV Fort +3, Ref +2, Will +0; AL N.

Pounce (1/combat): The spider may attack a target, leaping up to twice its normal movement range (minimum half movement distance) as a charge (+2 to attack rolls, -2 to AC until its next initiative count).

STIRGES

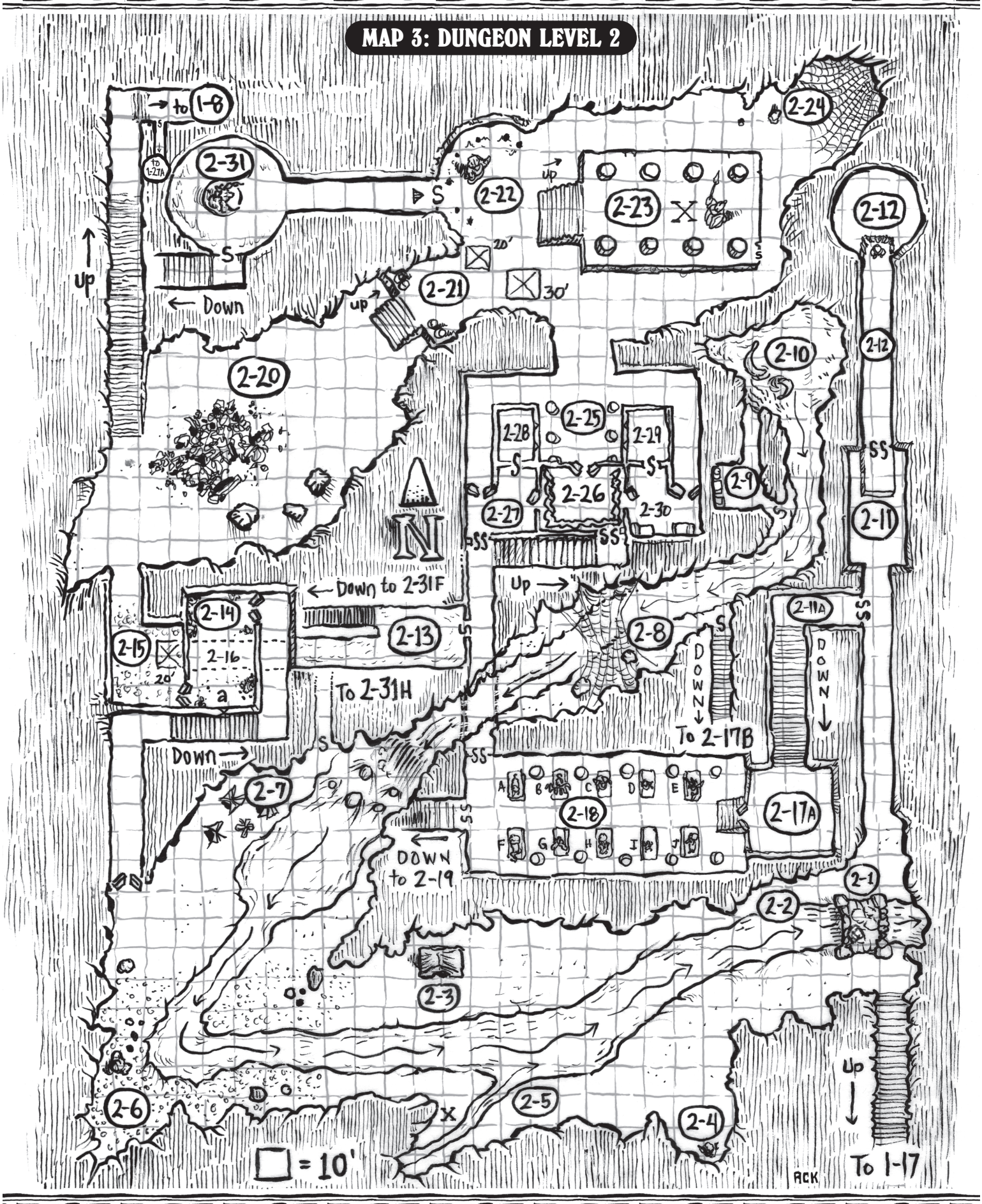
Stirge (1d4+1): Init +6; Atk bite +0 melee (1d3+1 plus blood drain); Crit M/d4; AC 10; HD 1d5+1 (hp 4 each); MV 30′, fly 60′; Act 1d20; SP blood drain (1 Stamina, DC 7 Fort save negates); SV Fort +2, Ref +6, Will +0; AL C.

KEY TO DUNGEON LEVEL 2

Area 2-1 — Bridge of the Giant Gnome: *A wide, subterranean river bisects this natural cavern as fast-moving water rushes eastwards through a crack in the wall. The river is spanned by a stone bridge of ancient construction. Sitting on the stone bridge is a misshapen figure, resembling a small giant.*

The figure is a giant gnome named Grastic Hammerclay, called "the old man of the bridge" by the tribal worshipers of the "Dark One". Hammerclay's condition made him an outcast, and he was driven from his people years ago.

MAP 3: DUNGEON LEVEL 2



His time in solitude has left him severely disturbed and intensely paranoid. The gnome survives on snared stirges and crayfish. He would really appreciate being given some real food and lets the PCs pass by unscathed in return for a week's worth of rations. In a sack near the wall Hammerclay has 221 cp, 68 sp, 89 gp, a small gem worth 30 gp, and a large, rusty, iron key. The large, rusty, iron key in Grastic's treasure bag is actually a master key to the cell doors in areas 4-9, 4-10, and 4-11A-C.

The passageway leading to the north out of this area is smoothly carved and the floor is inlaid with polished marble tiles Anyone following the river east or swept along by it after falling in discovers it ends in a waterfall that drops down into area 2A-1 on Level 2A.

Grastic Hammerclay (giant gnome): Init +2; Atk club +5 melee (1d4+6), spear +5 melee (1d8+6), or spell; Crit III/d10; AC 16; HD 4d8+4 (hp 26); MV 20'; Act 1d20; SP pathetic, spellcasting (+2 spell check): Spells (1st) *cantrip*; (2nd) *phantasm*; SV Fort +4, Ref +2, Will +1; AL N.

Pathetic: If reduced to less than 14 hit points, the gnome flings himself into the river and hide under the bridge. If his location is investigated, he whimpers things such as "*Go away*"; "*Leave me alone*"; or "*Everybody hates me!*" Making further attacks against him while he is in this state requires a successful DC 12 Willpower save (chaotic-aligned PCs make this save at +1d).

Area 2-2 — Slippery Edge: This is a narrow ledge leading along the river's edge. At the location denoted by "2-2" on the map, the floor is extremely slippery, due to water flowing down and across the ledge. If special precautions are not taken, such as roping characters together or driving spikes into the walls, it is possible that the unlucky may plunge into the dark river. Each character passing over the slippery point must make a DC 14 Reflex save or fall in the river. On a roll of a natural 1, even special precautions do prevent the PC from falling in.

The river is 15' deep and has a current of 100' per round. Under the surface of the water are jagged rocks and boulders. If unsecured PCs do fall in, they are swept downstream to fetch up against a rocky ledge near area 2-1. The trip downstream inflicts ld8 damage (a successful DC 10 Fortitude save reduces the damage by half). Slipping into the water but being held by rope only inflicts 1-3 damage (DC 12 Fortitude save negates).

Area 2-3 — Dead Halflings: *This is a rundown cottage, constructed of fieldstone and roofed with straw thatch, now moldy and rotting in the high humidity. The floor of the cavern here is deeply covered with sand. Thrust into the sand in front of the cottage is a crude spear. Mounted on the protruding shaft of the spear is the cleaned skull of a lizardman. Various arcane symbols are crudely painted on the brow of the skull – obviously a warning of some kind.*

Thinking that this place is somehow connected to their ancestors, this place is taboo to the lizardmen who dwell throughout the caverns. Should they discover it has been tampered with or entered, it leads to what amounts to a small holy war with every lizardman involved being treated as a berserk lizardman and fighting to the death (see sidebar).

Clerics who examine the arcane symbols with a successful spell check result of 12+ recognize them as some form of ancient idol magic. A spell check result of 16+ reveals that the symbols react to the presence of another object and sends out some sort of beckoning wave of energy. The form of magic is too alien for modern spellcasters to ascertain further information without prolonged meditation and prayer.

The inside of the cottage has been slightly ransacked. Rude graffiti inside shows signs that the worshippers of Thanatos were responsible. The single room contains a cot, table, and chair. On the table is a wax candle that, once lit, endlessly burns until extinguished. It may only be relit six times. The secret of making this candle has long-since been lost and, despite its nature, it radiates no magic.

Lying on cot are the desiccated remains of a halfling clad in the tattered remnants of long robes. Sitting on the chest of the skeletal figure, held in its bony hands, is an unfurled scroll of parchment (see Player Handout #5). The text is written in Ancient Thracian and is incomprehensible without use of *comprehend languages*, and thieves using their *read languages* skill must succeed at a DC 15 check with a -1d penalty. It tells of the wonders of King Agamemnos' palace and the wonderful gardens that surround it deep within the earth. Various passages refer to the "beast men", who serve the king, and of the living trees. Around the neck of the corpse is a fish-shaped silver medallion (worth 70 gp) that, if taken from the cottage, attracts 1d3 berserk lizardmen every round (maximum of 15) or until the medallion is returned to the cottage's interior or the lizardman skull outside has been destroyed (AC 8, 5 hp).

Lizardman, berserk (1d3/round, max 15): Init -2; Atk bite +4 melee (1d4 plus roll) or club +3 melee (1d4); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8+4 (hp 12 each); MV 30', swim 30'; Act 1d20; SP immune to fear, roll, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Roll: Any creature hit by the bite must succeed on an opposed Strength check. For purposes of this check, the lizardman's prognathous jaw and powerful bite grant it a +8 modifier. If the lizardman wins, it rolls the target underwater. While trapped in this manner, the victim begins drowning. Each round the target suffers 1d6 Stamina loss. When Stamina is reduced to 0, the target dies. A lizardman occupied in this manner cannot attack other targets, and the ensnared victim can attack, but suffers a -4 penalty.

Area 2-4 — Stirge Strike: *This area is a natural indentation into the cavern wall. Possibly at some distant time in the past a tributary to the main river may have flowed from this point. Now, however, the niche is occupied by the shards and fragments of several ornate columns and a shattered statue to some now indistinguishable god.*

Any in-depth search of the area reveals scattered, half-buried human bones, a heavily tarnished and dull bronze short sword (-1 to attack rolls, 1d5 damage) and a stone mace. Searching the area is complicated, however, as the niche is also the dwelling place of a colony of stirges. The stirges are well hidden in the rock formations (requiring a DC 14 Intelligence check to detect), allowing them to catch the unwary off-guard and attack with surprise Once the stirges are dealt with, the party notices the niche also contains a narrow hole with crude handholds cuts into its side. This shaft leads down to Level 2A, area 2A-3.

Stirge (10): Init +6; Atk bite +0 melee (1d3+1 plus blood drain); Crit M/d4; AC 10; HD 1d5+1 (hp 4 each); MV 30', fly 60'; Act 1d20; SP blood drain (1 Stamina, DC 7 Fort save negates); SV Fort +2, Ref +6, Will +0; AL C.

Area 2-5 — Shallow Stream: *This is a shallow flow of water disappearing into the rock wall. It is approximately five feet wide but only inches deep. Lying about the stream are the long-dead bodies of three tribesmen, one of whom appears to have been crushed to death. Their weapons are strewn about them.*

Scattered about the bodies are two spears and a shield. The crushed corpse is wearing a pouch holding a folded piece of soft leather. Carefully folded inside the leather are four pieces of turquoise (worth 20 gp each). One of the other corpses has a bronze dagger onto which a primitive rune has been carved (a simple good luck charm with no supernatural power).

The small "**x**" denoted on the map located on the west bank of the streamlet marks the location of a piercer, appearing to be a 3' long stalactite. It drops from the ceiling on any creature passing beneath it.

Piercer, medium: Init +6 (surprise); Atk impale +3 melee (2d7); Crit M/d8; AC 16; HD 3d8 (hp 11); MV 10', climb 10'; Act 1d20; SP surprise, single attack; SV Fort +3, Ref -4, Will +0; AL N.

Single attack: The piercer's only method of attack is striking its prey by dropping from above. If unsuccessful in killing its prey, it slowly retreats to the cavern wall and slowly works its way back up to the ceiling.

Surprise: The piercer is completely motionless and hidden amongst ordinary stalactites when first encountered and surprises foes 50% of the time. When causing surprise, the piercer receives a free attack then attempts to feed or flee.

Also in the area are a pair of stirges. They are well hidden, requiring a DC 14 Intelligence check to detect. If undetected, they attack with surprise.

Stirge (2): Init +6; Atk bite +0 melee (1d3+1 plus blood drain); Crit M/d4; AC 10; HD 1d5+1 (hp 4 each); MV 30', fly 60'; Act 1d20; SP blood drain (1 Stamina, DC 7 Fort save negates); SV Fort +2, Ref +6, Will +0; AL C.

Note: PCs breaking through the wall discovers a sloping crawlway with water trickling downwards to area 2A-5.

Area 2-6 — Lair of the Falling Stalactites: The dotted pattern on the map in this area indicates the possible locations for a group of 11 piercers, with the black dots marking the location of four of the creatures. The piercers marked on the west bank are one small and one medium piercer. Marked on the east bank are one small and one large piercer. The remaining seven should be randomly placed by the judge and marked upon the map as to size and placement.

The lizardmen usually pass through this area in the water and avoid any problems with the hanging menaces.

Piercer, small (3): Init +6 (surprise); Atk impale +1 melee (1d7); Crit M/d6; AC 14; HD 1d8 (hp 6); MV 10', climb 10'; Act 1d20; SP surprise, single attack; SV Fort +3, Ref -4, Will +0; AL N.

Piercer, medium (5): Init +6 (surprise); Atk impale +3 melee (2d7); Crit M/d8; AC 16; HD 3d8 (hp 11); MV 10', climb 10'; Act 1d20; SP surprise, single attack; SV Fort +3, Ref -4, Will +0; AL N.

Piercer, large (3): Init +6 (surprise); Atk impale +5 melee (3d7); Crit M/d10; AC 18; HD 4d8 (hp 20); MV 10′, climb 10′; Act 1d20; SP surprise, single attack; SV Fort +3, Ref -4, Will +0; AL N.

Single attack: The piercer's only method of attack is striking its prey by dropping from above. If unsuccessful in killing its prey, it slowly retreats to the cavern wall and slowly works its way back up to the ceiling.

Surprise: The piercer is completely motionless and hidden amongst ordinary stalactites when first encountered and surprises foes 50% of the time. When causing surprise, the piercer receives a free attack then attempts to feed or flee.

Area 2-7 — The Lizardmen Encampment: *Along the west bank of the river is a small village of mud daub mounds, arranged around a central firepit. These mounds, some sort of crude huts, are misshapen masses seemingly made from muck dredged from the riverbed. The roar of rushing whitewater can be heard upstream to the north.*

The west bank of the cavern at this point is the lair of a small tribe of 40 lizardmen, with 15 members currently present (the other members of this tribe are currently elsewhere in the caverns). When first encountered the villagers are devouring the corpses of several dismembered tribal humans. There are 1d4 lizardmen in the water who are invisible to anyone not looking for them (DC 12 Intelligence check while searching to notice). These lizardmen wait until an opportune moment to attack. If any humans are captured by the lizardmen, there is a 10% chance that one suggests taking one or more captives to the palace of the Minotaur King.

This tribe owes it fealty to the Minotaur King and is presided over by a religious leader, G'ruk. G'ruk's *potion of un-dead control* was obtained from the treasure trove in area 2-9. Five brave lizardmen died obtaining the one bottle. Since then, the shaman has learned that legend requires human blood to obtain the treasure. "Cast the blood of man upon the troubled waters", which is false, is how the phrase goes. The shaman has been waiting for a living human to come his way for some time (the lizardmen usually only bring back pieces). G'ruk knows of a secret door in the north wall and has a secret lair in area 2-31H. The secret door on the north wall is disguised as a normal section of wall (DC 12 Intelligence check to discover).

The doors to the passage leading north are of heavy oak, covered with moss and bound with weathered bronze. The doors are locked and one of the lizardman mercenaries (see below) has the key.

G'ruk the fish-finder (lizardman shaman): Init -2; Atk bite +4 melee (1d4 plus roll), mace +3 melee (1d6), or spell; Crit M/d10 or III/d10 (if wielding a weapon); AC 15 (shield); HD 4d8 (hp 25); MV 30′, swim 30′; Act 1d20; SP cleric abilities ((CL 4, +4 spell check): divine aid, lay on hands, turn unholy), cult figure, *potion of un-dead control*, roll, move silently (+10 to stealth checks in swamp or water terrain), poison dust, spellcasting (+5 spell check): Spells (1st) *blessing, darkness, food of the gods, paralysis, second sight* (+7 spell check), *word of command*; (2nd) *banish, curse, lotus stare, wood wyrding*; SV Fort +4, Ref +0, Will +1; AL N.

Cult figure: If G'ruk is killed, the remaining ordinary lizardman must make a morale check. Those who succeed in not fleeing fly into a berserk rage and fight to the death.

Lizardman, berserk: Init -2; Atk bite +4 melee (1d4 plus roll) or club +3 melee (1d4); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8+4 (hp 12 each); MV 30′, swim 30′; Act 1d20; SP immune to fear, roll, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

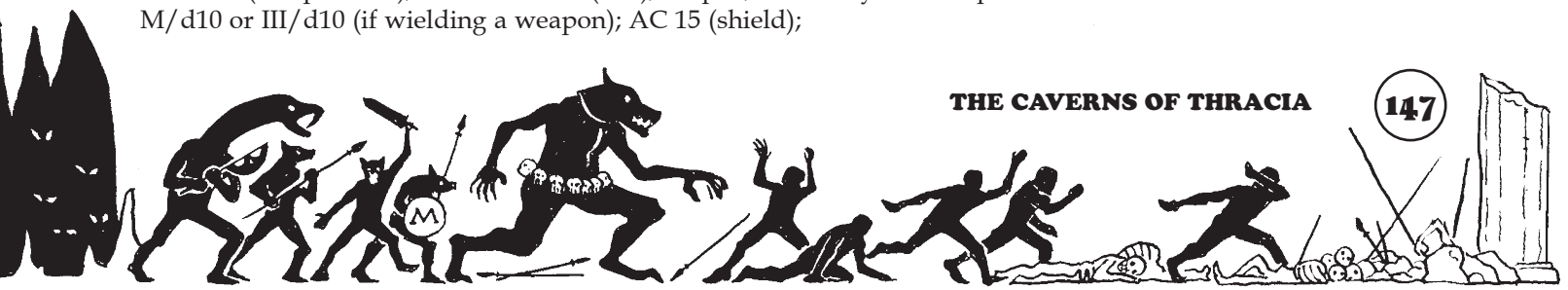
Poison dust: Among pouches of various powders, G'ruk keeps a virulent poison which causes death (a successful DC 13 Fortitude save reduces effect to 1d4 Stamina loss). It may be thrown into the air to form a 10′ x 10′ x 10′ cloud, mixed with water to be ingested (five doses), or smeared on weapons as a paste (two applications).

Roll: Any creature hit by the bite must succeed on an opposed Strength check. For purposes of this check, the lizardman's prognathous jaw and powerful bite grant it a +8 modifier. If the lizardman wins, it rolls the target underwater. While trapped in this manner, the victim begins drowning. Each round the target suffers 1d6 Stamina loss. When Stamina is reduced to 0, the target dies. A lizardman occupied in this manner cannot attack other targets, and the ensnared victim can attack, but suffers a -4 penalty.

On his person the shaman has a satchel that contains his ritual possessions: a *potion of un-dead control* (p. 225, DCC RPG), four sacred rocks (useless), one mummified human hand, six teeth (various creatures), a bag of alum, two bags of inert ritual powders, one bag of poison dust (see above), a set of twenty divining sticks (+2 bonus to *second sight* spell checks), 1d5 strips of dried human flesh, a human jawbone, and 18 gp.

Lizardman mercenary (5): Init -2; Atk bite +3 melee (1d4 plus roll), spiked warclub +3 melee (1d7), or dart +3 missile fire (1d4); Crit M/d8 or III/d8 (if wielding a weapon); AC 15 (shield); HD 2d8 (hp 15, 15, 14, 12, 8); MV 30′, swim 30′; Act 1d20; SP battle trained, roll, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref +0, Will +2; AL N.

Battle trained: These mercenaries will not turn and run if any shaman present is killed.



Roll: Any creature hit by the bite must succeed on an opposed Strength check. For purposes of this check, the lizardman's prognathous jaw and powerful bite grant it a +8 modifier. If the lizardman wins, it rolls the target underwater. While trapped in this manner, the victim begins drowning. Each round the target suffers 1d6 Stamina loss. When Stamina is reduced to 0, the target dies. A lizardman occupied in this manner cannot attack other targets, and the ensnared victim can attack, but suffers a -4 penalty.

Judge's note: The 12 hp lizardman mercenary carries the key to the north door.

Lizardman (9): Init -2; Atk bite +3 melee (1d4 plus roll) or club +2 melee (1d4); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8, 8, 8, 7, 7, 7, 6, 6, 5); MV 30', swim 30'; Act 1d20; SP roll, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Roll: Any creature hit by the bite must succeed on an opposed Strength check. For purposes of this check, the lizardman's prognathous jaw and powerful bite grant it a +8 modifier. If the lizardman wins, it rolls the target underwater. While trapped in this manner, the victim begins drowning. Each round the target suffers 1d6 Stamina loss. When Stamina is reduced to 0, the target dies. A lizardman occupied in this manner cannot attack other targets, and the ensnared victim can attack, but suffers a -4 penalty.

Area 2-8 — Spiderweb (And Spider!): *At this point in the cavern, passage is blocked by an immense spiderweb spanning the walls, ceiling and floor. The strands of the thick webbing even hang down to the surface of the river, collecting detritus floating downstream.*

One may well ask what a giant spider's lair is doing so close to the lair of the lizardmen. Well, it's more a case of mutual toleration than anything else. The lizardmen feed the spider an occasional living tribesman, and the spider lets them pass beneath her web without interference. The web is so densely woven that it would take a full turn of hard labor to cut a single, human-sized passage through it.

Hidden in a shadowy niche in the cavern ceiling is a giant black widow spider. Near the spider and visible from the cavern floor is a large leathery sack of spider silk containing her foul offspring. Unless cut open, there is only a 5% chance per round that the egg sack bursts open and unleashes a torrent of mouse and rat-sized baby spiders. Most of the youngsters are busy themselves with eating each other, but a swarm of giant black widow hatchlings attacks something else, adventurers most likely.

The secret door to the northeast leads to area 2-17B.

Spider, giant black widow: Init +2; Atk bite +4 melee (1d4+2 plus poison (3d4+1 Strength, DC 14 Fort save negates poison)) or web +5 missile fire (entangled, DC 16 Strength or Agility check to break free, range 50'); Crit M/d8; AC 13; HD 2d8 (hp 14); MV 40', climb 40'; Act 1d20; SP infravision 60'; SV Fort +3, Ref +2, Will +0; AL C.

Spider, giant black widow hatchling (swarm): Init +5; Atk swarming bite +1 melee (1 plus poison (death, DC (5+1 per bite) Fort save negates)); Crit M/d10; AC 11; HD 4d8 (hp 30); MV 40', climb 40'; Act special; SP bite all targets within 20' x 20' space, half damage from non-area attacks; SV Fort +0, Ref +10, Will -2; AL N.

Area 2-9 — A Seemingly Abandoned Treasure Vault: *This is a dark little vault carved into the stone. The walls are painted with images of huge, fanged mouths. It appears that the vault has been entered recently and the dust that has settled on the floor over the ages has been disturbed. There are dark stains along the floor in the hall leading to the north out of the room. The north hall is also slightly damp, and the constant gurgling of water can be heard. In the vault itself are three chests, one large and two small. The small chest on the right of the large box is open and empty.*

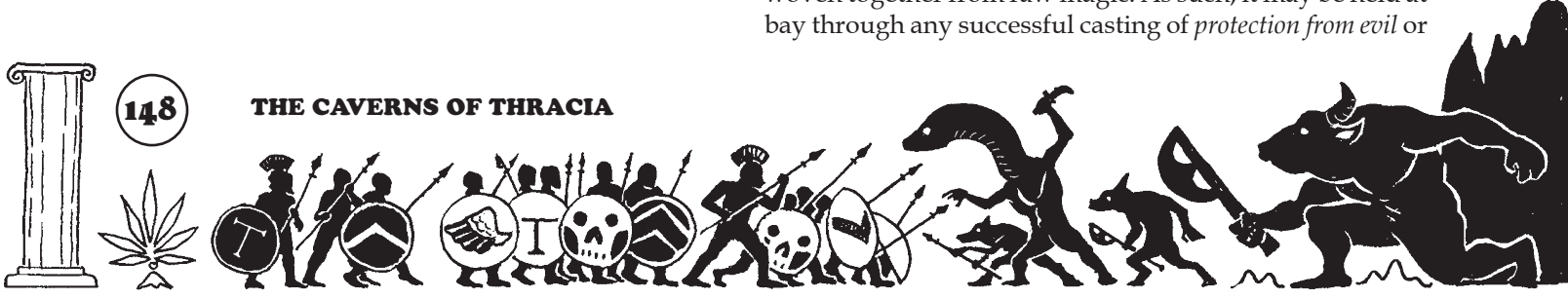
The small box on the left and the large chest are both locked (DC 12 *pick lock* check to open) and sealed with wax seals. Both boxes are protected, or more correctly "haunted", by a spectral, disembodied mouthful of sharp teeth. When either box is touched, the disembodied mouth appears and attacks whomever was tampering with its charge.

Disembodied mouth: Init +3 (surprise); Atk bite +5 melee (1d3, see below); Crit III/see below; AC 15; HD special (hp 4 (special)); MV fly 60'; Act 1d30; SP fleeting, increasingly aggressive, phlogistonic creation, surprise, immune to *charm*, paralyzation, poison, and *sleep*; SV Fort +3, Ref +5, Will +3; AL N.

Fleeting: The disembodied mouth only remains for 1d3 rounds after its initial surprise attack before disappearing again.

Increasingly aggressive: If not destroyed in the initial encounter, the creature disappears, to reappear 1d5+1 turns later, fully restored and strengthened. It gains +1 HD (4 hp, possibly increasing its Crit die type on Table 9-10: Monster Critical Hit Matrix, p. 385, DCC RPG), and its bite damage increases by +1d each time it returns. It continues to attack in this fashion (appearing every 1d5+1 turns and attacking for 1d3 rounds) until it is destroyed or the treasure it was guarding is discarded. If not destroyed soon, it gets very nasty, very quickly.

Phlogistonic creation: The disembodied mouth is a creature woven together from raw magic. As such, it may be held at bay through any successful casting of *protection from evil* or



holy sanctuary. In addition, if targeted with *dispel magic*, it suffers 1d6 damage per level of spell check success (a result of 16-17 doing 1d6, 24-26 inflicting 4d6, etc.). A successful Willpower save DC equal to the *dispel magic* spell check result reduces damage by half.

Surprise: The disembodied mouth appears invisibly, striking with surprise 100% of the time unless detected via magical means. When causing surprise, the disembodied mouth receives a free attack prior to the rolling of initiative.

In the small chest is a *potion of invisibility* (p. 224, DCC RPG) and a lucky dagger (+1 to attack rolls) with a solid garnet hilt (worth 500 gp).

The large chest is approximately 3′ square and 2′ tall. It contains: 10 bags with 100 gp each; *+1 longsword* and sheath; a silver mirror worth 50 gp; an iron battleaxe, studded with green glass and jade, worth 400 gp; a gold brooch (140 gp); an anklet of solid obsidian with intricate designs inlaid with electrum and an unknown alloy (100 gp); a *+1 shield*, decorated with a silver and platinum tracery and studded with 70 carnelians worth 170 gp. However, the shield's value is reduced by 10 gp each time it is used in melee. 1d6+1 rounds after the large chest is opened, one to two armored tentacles come snaking in through the north corridor and attack (see area 2-10 below).

Area 2-10 — Great Grasping Guardian: *This dark pool bubbles and froths with the upsurgence of waters from below. A strong current flows downstream to the west.*

The pool that is the source of the river is very, very deep. The water rises up through a pipe or shaft that extends far into the depths of the earth and cannot be traversed by swimming. If used, the escape pods in area 4-23 emerge here.

Beneath the waters, normally dormant, is a shimmering multi-tentacled horror referred to only as the guardian beast. If disturbed by swimmers in the pool, or if the treasure in area 2-9 is disturbed (see above), it attacks.

The elephantine creature's sea-lionesque body sprouts seven tentacles which coil and clutch at its prey. Each tentacle is tipped with an unlidded, rectangular-pupiled eye. The center of the creature's back also has a single, massive eye staring upwards. When exposed to air, an opaque nictitating lid shields it from the dry air.

If the creature is slain, its bloated form rises to the surface and slowly float downstream to be trapped in the spider's web. The creature's large, gelatinous eye, when dried, hardens and shrinks into a gem-like stone worth 1,500 gp to an alchemist in a large city.

Guardian beast: Init -2; Atk tentacle (x6) +2 melee (1 plus grasp, range 50′); Crit M/d8; AC 13 (body), 15 (tentacles); HD *special* - Treat as 3 HD (hp 30 (body), 20 each (tentacles)); MV 20′, swim 40′; Act 6d20; SP grasp (1d8/round, DC 15 Strength check to escape), slow regeneration (3/turn, tentacles only), tentacular vision; SV Fort +2, Ref -2, Will +2; AL N.

Grasp: Victims in the grasp of the guardian beast suffer 1d8 damage/round as it squeezes them and crushes their internal organs to paste. Those who succeed at a Luck check still have their arms free and are able to take actions such as striking at the tentacle holding them. While grasped, victims are pulled 20′/round towards the water. PCs dragged under the water may begin to drown, but are likely to be slain long before.

Tentacular vision: The mass of the beast is always submerged beneath the water. It sees by using the eyes on the ends of its appendages. Blinding a single eye has no impact on the creature's ability to see. Only blinding all seven eyes (including the one on its body) functionally blinds the beast.

Area 2-11 — Hall of the Sphinx: The hall leading north between area 2-1 and area 2-11 has an inlaid marble floor of pearly gray stone and is lined with skulls with glowing eyes. If any of the skulls are touched, a low chuckling laughter can be heard, seeming to come from everywhere at once.

The hall here has an inlaid marble floor of pearly gray stone with the walls also constructed of matching panels of marble, each 5′ wide x 15′ tall. Set into the center of each panel, 5′ off the ground, is a human skull with green light emanating from its eyes and illuminating the hall.

The secret door on the west wall is disguised as a normal section of wall (DC 12 Intelligence check to discover). To open the door, both skulls on the door panels must be simultaneously pressed. The skulls are each trapped (DC 10 *find trap* check to locate, DC 10 *disable trap* check to remove), and bite the hand that touches it for 1d3 damage. If triggered, the same low, chuckling laughter is audible.

This room is dark and empty. Its only distinguishing feature is a 7′ high, 10′ x 15′ pedestal at the north end of the chamber. The ceiling in this room is 40′ high and barrel-vaulted and the walls are absent of adornment

Once the room is entered, the situation changes.

A near-blinding column of golden light shines directly on the pedestal, casting light throughout the room. The walls are decorated with ornate frescos showing the activities of unknown gods and heroes. Lying atop the pedestal is a leonine creature with folded feathery wings. The sphinx has the head of a woman with long black hair hanging in tight ringlets.

Thanks to her true sight, the gynosphinx Ontussa has been aware of and watching the PCs since they began to approach. Ontussa is not in the pay of the Minotaur King. That isn't to say that she is without her own motivation however, and she does require that a fee be paid. The minimum fee for entering the room is 10 gp/PC, with an additional charge of 100 gp required for her to answer a question. If neither fee is paid, she manipulates a trigger on the pedestal, closing and locking the doors (DC 17 *pick lock* check to open).

The golden light around Ontussa absorbs magic and also provides protection from ordinary missile attacks (darts, arrows, etc.), and even dousing mundane fires. The field absorbs up to 10 spell levels of magic (including negating area of effect spells within its radius), after which the color of the light turns to a silvery-gray color.

Upon the death of the sphinx, the secret doors, more properly the magically concealed doors (otherwise requiring a DC 18 Intelligence check to discover) appear. They are locked and require a DC 12 *pick lock* check to open. However, the doors to the south do not open with the death of the sphinx and remain closed until the sphinx wills them to open or until her blood is smeared upon them.

Ontussa (gynosphinx): Init +2; Atk claw +8 melee (2d8) or spell; Crit M/d14; AC 20; HD 8d10 (hp 48); MV 40', fly 60'; Act 2d24; SP true sight, bestow blessing (2/week), dying curse, hardy (1/day), *haste* (2/day, spell check result of 24), sagacious, translocation, attacks treated as magical, spell-casting (+7 spell check): Spells (1st) *cantrip, charm person, comprehend languages, darkness, detect magic, force manipulation, read magic;* (2nd) *invisibility, locate object, phantasm, ray of enfeeblement, scorching ray;* (3rd) *consult spirit, dispel magic, lightning bolt;* SV Fort +10, Ref +8, Will +5; AL N.

Bestow blessing (2/week): The gynosphinx may grant powerful blessings (judge's discretion) to up to two individuals per week. No target may ever receive more than one blessing of this type.

Dying curse: If the sphinx is slain by adventurers, she unleashes a curse upon her foes with her dying breath (DC 13 Willpower save negates). Victims suffer a permanent 1 point loss to a random ability score.

Hardy (1/day): The round after being reduced to 0 hit points, the gynosphinx rises from apparent death, regaining 10 hit points.

Sagacious: Ontussa has spent her long, lonely existence studying the hidden lore of reality. She has a 65% of being able to correctly answer any question asked of her, although whether she does so is left to the judge's discretion.

Translocation: As an action, the gynosphinx may open a 10' diameter trans-dimensional portal to any known location within 1 mile. The portal may be placed beneath unwary targets (DC 18 Reflex save to avoid).

True sight: A gynosphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

Area 2-11A — The Way Down: T*hese roughly carved stairs lead down and to the south. Thick spider webs, visible from the dust they have managed to collect, choke the stairwell.*

The webs are those of a long-dead giant spider, whose desiccated husk can be found about 30 feet down the stairs. A creature that enters the area of the webs or that starts its turn inside the webs must make a DC 12 Reflex saving throw or become entrapped in the webs. A creature entrapped by the webs can make a DC 13 Strength check, freeing itself on a success. The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round. The characters can also hack through the webs wht slashing weapons; each 5-foot cube of webs has AC 10 and 5 hp.

The secret doors to the east are not hidden when viewed from this side.

Area 2-12 — Intriguing Treasures and Deep Shafts: The hall leading to this room from area 2-11 is lit with magical light. At the northern end of the hall is a statue of a lion-headed man with glowing orange eyes. He is flanked by red curtains on his left and right and to his rear.

The walls here normally glow green, however, if the sphinx has been killed to obtain passage to this hall, then the walls glow with a throbbing red light instead of the normal cool green. If the secret doors from area 2-11 are passed through, and the hall entered by more than 10', he comes to life. This creature fights to the death to protect that which lies beyond the curtains.

Lion man statue (9', 900 lbs.): Init +2; Atk slam +5 melee (1d6+6) or great mace +5 melee (1d8+6); Crit M/d10 or III/d10 (if wielding a weapon); AC 16; HD 5d8 (hp 32); MV 30'; Act 2d20; SP lion stone; SV Fort +5, Ref +3, Will +2; AL N.

Lion stone: Lodged in the chest of the statue is a 500 gp gem. If the walls glow green, then the gem merely grants him partial immunity to edged weapons allowing him to suffer only half damage from all cuts and thrusts. If the walls glow red, then he has the above ability plus, wherever he walks, the ground, be it stone or earth, in a 5' radius around him turns to 2' deep mud for 2 rounds. At the end of the 2 rounds, the mud returns to stone, trapping any victims so

mired. It requires 1d3 turns to chisel a PC out of the stone. The noise of such actions increases the likelihood of a wandering monster to 4-in-6. The lion man can walk on top of the mud like it was solid earth. If the gem is removed, it loses its existing magic powers but does grant the bearer a +1 bonus to all saving throws.

If the curtains to area 2-12 (the treasure room of the sphinx) touch living flesh (not armor or clothing) they immediately adhere to it and cannot be removed except by use of either *dispel magic* or by physically tearing the curtains from the flesh, inflicting a minimum of 1d3 damage (total damage is at the judge's discretion based on coverage). The curtains may be pulled down, but they cannot be physically affected (cut, burned, torn, etc.) unless the magic has been dispelled. There are three sections of drapery (east, west and north) and each one has this same magical property. The curtains are 15′ high x 8′ wide (except the northernmost back curtain, which is 16′ wide).

This round room is lit by dim, amber light. The most immediately obvious features of the circular room are two holes. The first is ten feet wide and located in the exact center of the room while the second is six feet in diameter and is positioned three feet up on the north wall. In plain sight at the back of the hole is a large wooden box which appears to be attached to the back wall.

The first hole is smooth-walled (requiring a DC 15 *climb sheer surfaces* check to scale safely) and 120′ deep, leading down to area 3A-1. The sides of the shaft are enchanted and a person with bare hands and feet find themselves adhering to the wall – allowing them to *climb sheer surfaces* here as if a thief of equal level (thieves gain a +1d bonus to their *climb sheer surfaces* checks). The shaft itself is 100′ long with a final drop of 20′.

The second hole is perfectly round, utterly so, with its bottom edge positioned 3′ above the floor and extending 10′. Dwarves making a DC 12 underground skills check can determine that a circle this perfectly round is not possible via mundane means. In reality, this "hole" is a rupture into another plane. There is a gravity orientation in the hole and the back of the hole is "down". So strong is this gravitational pull that anything passing within 5′ of the opening (directly "over" it only) is drawn into it as if falling 15′ (ld6+1d3 damage). A PC with a Strength below 9 is unable to "climb" out of the hole unaided by rope or friends.

The box is locked, requiring a DC 12 *pick lock* check to open. Inside the box are the following: 1,000 gp in 100 gp ingots, 500 sp in coin, an ornate stone handaxe worth 50 gp, an electrum ring worth 35 gp, a heavy platinum chain worth 200 pp, and a *helm of telepathy* (see Appendix B - New Equipment, Magic Items, Curses, and Spells). Resorting to smashing the lock or chest to open it fractures the helm, making it worthless.

Area 2-13 — Frost Vault: *The room is thickly coated in a layer of frost and snow, appearing to be one to two feet deep. Lying frozen on the floor by the eastern wall are two bodies, a man and a woman. Both are dressed in body-fitting full plate of odd design and wear plumed helmets. The man's corpse is partially embedded in the hoarfrost of the wall, positioned as if he were trying to shield his companion from some threat.*

The frost and snow here extend 10′–20′ up into the hallway at area 2-15. The two figures are Thracian fighters. The man, Danaus, is dead, but the woman, Epicaste, is still alive and in suspended animation brought on by the cold. If taken from the room, she can be revived. She speaks Ancient Thracian, of which there are no known surviving speakers (as far as the PCs are aware), but the local tribal language is a form of Ancient Thracian. A member of the tribe would be able to understand the basic gist of what the woman is saying and vice versa. If the PCs use an interpreter to talk with this woman, consult the following table. Based on an Intelligence check, the judge may determine the outcome of a given conversation. To see if the intent or meaning of a phrase is understood, follow the direction for the chart, with the person trying to understand the phrase operating as the interpreter.

AREA 2-13 — FORGOTTEN TO TIME

Area 2-13 is in a section of the caverns that has not been rediscovered or opened in at least a millennium. If approached from the east hall, the door seems to be a part of the blank, stone wall and requires a DC 12 Intelligence check to locate. However, if the wall is felt, the 5′ section that represents the door is 20 °F–30 °F colder than the rest of the wall. The door is actually a living creature of some foul kind, and it has not eaten for a long, long time. From within area 2-13, the door is invisible, being a part of the frost-covered wall.

Life leech: Init +2; Atk special; Crit N/A; AC 16; HD 4d8 (hp 22); MV 0′; Act 1d20; SP charm vapor, life drain; SV Fort +8, Ref -2, Will +1; AL C.

Charm vapor: The round after first having been touched, the door starts spewing forth a frosty vapor from beneath it that *charms* any living creature touched (DC 12 Willpower save negates). Charmed creatures seek to embrace the door until they, or the door, are slain. The vapor cloud travels at the rate of 10′ per round, spreading up to 40′ in any direction. The vapor causes white-out conditions, allowing those within to see less than an arm's length before them. Being intensely cold, the vapor negates infravision into or out of its area of effect.

Life drain: Any character feeling or touching (including striking in melee) the life leech/secret door has their HD permanently reduced by -1d (DC 10 Fortitude save negates) as life energy is drained from their body. Those reduced below 1d3 HD are irrevocably slain.

ANCIENT THRACIAN INTERPRETATION CHART

Int Check Result	Translation Clarity
1-4	Total message is incomprehensible, nothing understood.
5	Message comes across as an insult.
6-7	Opposite meaning than intended is received.
8-11	Vague interpretation, message or part of message unclear.
12-20	Correct interpretation, message clear.

If any character can speak in the Gnoll tongue, used by the beast men, Epicaste may communicate with them as per the interpretation chart. If no adventurer speaks Ancient Thracian, the language of the local tribe, or Gnoll, then communication is possible only via hand signals, a thief's *read languages* skill (Epicaste is 65% capable of writing legibly in her own tongue), or by use of *comprehend languages.*

Epicaste (warrior): Init +5; Atk longsword +1+deed die melee (1d8+deed die); Crit 19-20 IV/d16; AC 20 (full plate & shield); HD 3d12 (hp 21); MV 20′; Act 1d20; SP warrior traits (Mighty Deed of Arms, deed die (+d5)); SV Fort +4, Ref +2, Will +1; AL L.

The suits of armor worn by Epicaste and Danaus were formed to their bodies. Epicaste is shorter than average and her armor cannot be worn by a human taller than 5′ 5″ while Danaus' armor fits any human-sized PC with a combined Strength and Stamina of less than 26.

Area 2-14 — Gnoll Guard Post: *The room is filthy with offal, food scraps, bits of armor, scraps of leather, broken weapons, discarded boxes, broken furniture, shreds of cloth, various nameless disgusting pieces of assorted garbage and a motley collection of disconnected bones.*

The reason for the existence of this guard post is to keep an eye on the lizardmen, who are basically trustworthy but somewhat unpredictable due to the presence of the shaman G'ruk. Barracked in this room are eight gnolls (one is currently standing guard at area 2-15) and their human slave – a tribesman named Grassus. Grassus is of no assistance to adventurers in combat, since he is rather dull-witted and scared of his masters. He was captured by the gnolls as a child from his home village almost 30 years ago and speaks only Gnoll.

The letter "**a**" denoted on the map of the room represents a spy-hole in the wall looking in on the stairwell. There is a 75% probability that one of the gnolls is at this viewport and sees any movement along the stair, thus alerting the rest of the guard post.

If necessary, both doors in this room can be bolted with a heavy oaken bar from the inside, requiring a DC 16 Strength check to smash down.

Grotch (gnoll leader): Init +0; Atk bite +2 melee (1d3+2), two-handed sword +2 melee (1d10+2), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 2d8 (hp 16); MV 30′; Act 1d20; SP *invoke patron* (Ithha, d16 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Vredd (gnoll lieutenant): Init +0; Atk bite +2 melee (1d3+1), two-handed sword +2 melee (1d10+1), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a

weapon); AC 13; HD 2d8 (hp 12); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d14 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Gnoll (5): Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Grassus (human): Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 2); MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N.

Each gnoll carries 2d24 sp in various pouches upon their person.

Area 2-15 — A Lone Guard: *Standing before a pair of double doors is a solitary guard. Roughly the size of a human, the beast man is covered in spotted fur with the head of a hyena. He is standing in one of the few places in the room that is not covered with heaps of garbage.*

The floor is covered with at least 1' of ancient, compressed garbage. Some of the garbage piles are 1,000 years old! If the floor is sounded for hollow spaces, the 10' square trap door leading to area 2-16 marked by the large "**x**" denoted on the map on the floor is evident. However, the large pile of garbage that covers that area must first be moved. There is nothing of value in the garbage heaps.

Gnoll: Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), or longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 2-16 — A Chillsome Hall: *The air here is quite frigid and the last 10' to 20' of the hall's east end are covered with 1' to 2' of snowy frost. Where the walls are not covered by frost, very archaic (almost crude) wall paintings are evident.*

It is a 20' drop from area 2-15 to the level of this hallway. The hall itself is much colder than the rest of the dungeon since it leads into the frozen area 2-13. The crude wall paintings depict simple humanoid figures and are similar to ancient cave paintings. They were created by the people who first discovered the caverns and dug many of the crypts in this area. The more advanced civilization that created King Agamemnos' underground palace developed out of this culture. The statuary in area 2-17 shows signs of being from the same period.

ROOM COMPLEX 2-17

The secret doors in the hall leading to area 2-17A from area 2-11A reveal a short hall ending in a set of roughly carved stairs leading further into the depths of the earth. The stairwell leading to area 2-17A is filled with the ancient, but still strong, webs of a long dead giant spider, whose husk can still be found about 30' down the stair. Passage down the stairs can only be effected by somehow removing the webs (fire is the simplest method).

The stairs from area 2-17A to 2-18 connect via the lower portion of 2-17A while 2-17B is accessed via the ledge in the upper portion of area 2-17B as well as from the secret door in area 2-8. Both areas 2-17A-I and 2-18 are split level on Level 2

Area 2-17A — A Chamber of Skeletons: *The air here is musty, and blank stone walls stretch up into the darkness where the ceiling is shrouded from sight. A massive, ten-foot-wide door dominates the west of the room. Lining the walls are skeletons, their eyes shedding an eerie orange glow. Twenty feet above the floor, a five-foot ledge runs the length of the wall, a pair of stone gargoyles visible illuminated by the sinister light cast from below.*

The skeletons stand around the room's perimeter (for a total of 20 skeletons). These un-dead attack any living creature that enters the room.

The door at floor level, leading to area 2-18, is locked (DC 12 *pick lock* check to open) as well as magically trapped. Anyone touching the door is attacked by a disembodied mouth. This disembodied mouth vanishes after 1+1d3 rounds and does not return.

The ledge above also holds a locked (DC 12 *pick lock* check to open), 10' wide door leading to area 2-18. This upper door is under an illusion, making it appear as a blank wall (a DC 13 Willpower save pierces the illusion). Flanking the door on the left and right are a pair of stone gargoyles which are magically protected so that they cannot be chipped, broken or knocked out of place. The north wall of the ledge holds a secret door leading to area 2-17B, which requires a DC 14 Intelligence check to find.

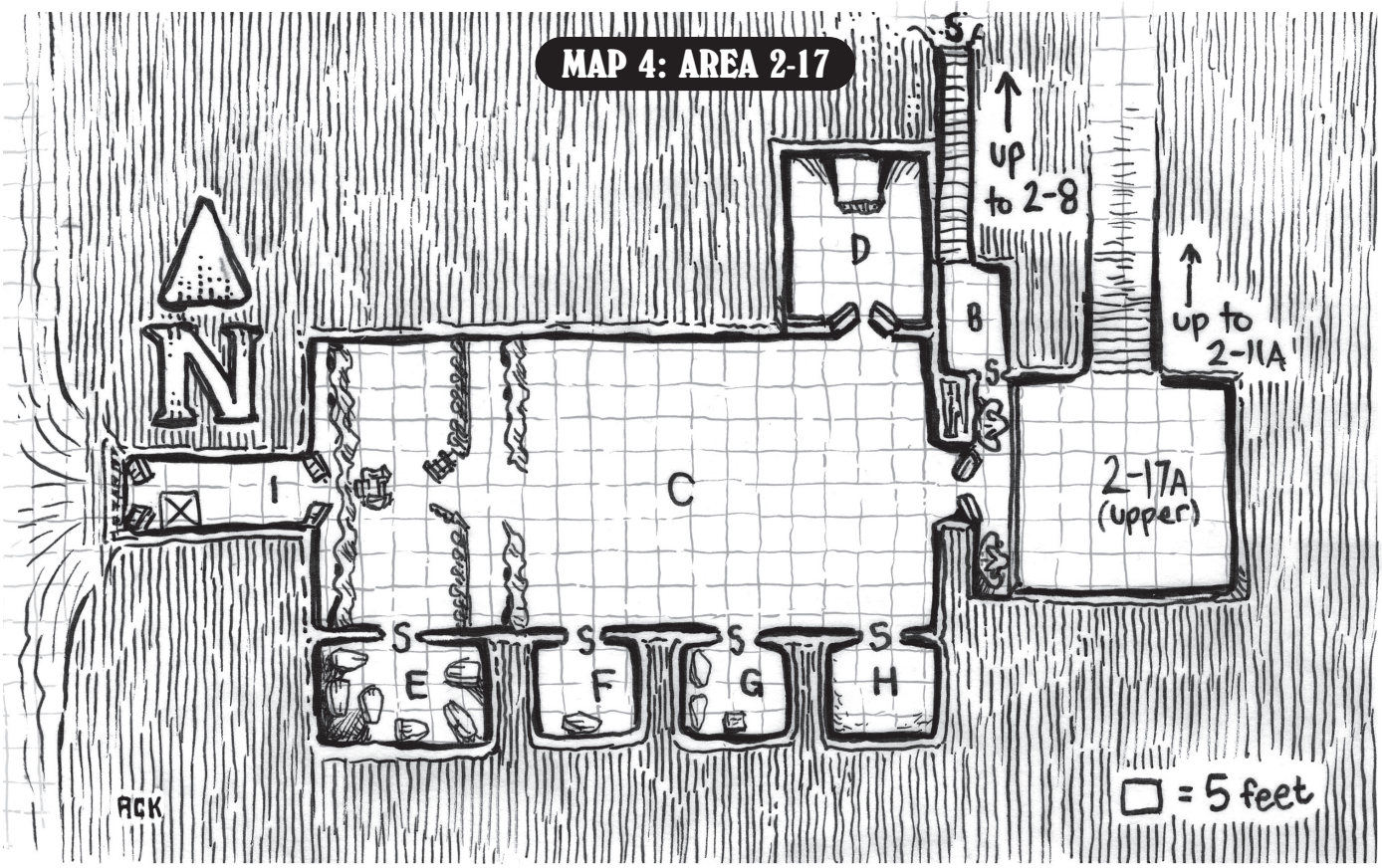
Disembodied mouth: Init +3 (surprise); Atk bite +5 melee (1d3); Crit III/varies; AC 15; HD special (hp 4 (special)); MV fly 60'; Act 1d30; SP fleeting, phlogistonic creation; immune to *charm*, *paralysis*, poison, and *sleep*; SV Fort +3, Ref +5, Will +3; AL N.

Fleeting: The disembodied mouth only remains for 1+1d3 rounds after its initial surprise attack before disappearing again.

Phlogistonic creation: The disembodied mouth is a creature woven together from raw magic. As such, it may be held at bay through any successful casting of *protection from evil* or *holy sanctuary.* In addition, if targeted with *dispel magic*, it suffers 1d6 damage per level of spell check success (a result of 16-17 doing 1d6, 24-26 inflicting 4d6, etc.). A successful Willpower save against the *dispel magic* spell check result reduces damage by half.

Surprise: The disembodied mouth appears invisibly, striking with surprise 100% of the time unless detected via magical means. When causing surprise, the disembodied mouth receives a free attack prior to the rolling of initiative.

Skeleton (20): Init +0; Atk claw +0 melee (1d3) or short sword +0 melee (1d6); Crit U/d4; AC 9; HD 1d6 (hp 4 each); MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.



Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 2-17B — Guardian of Singular Combat: *A single figure stands at the center of the room. Clad in full plate with his face concealed by their helmet's visor, they stand ready with sword and shield.*

When the PCs enter the room, a voice echoes in their heads. "*I am the guardian. To pass me, I must be defeated and destroyed. Choose your champion.*" Once combat begins, the door behind the guardian warrior fades from sight, vanishing as per *ward portal* and only returning once the combat has ended. If the guardian warrior is defeated in single combat, they then collapse into a pile of jumbled and rusting armor. Their *+1 longsword*, however, remains bright and shiny.

If the PCs leave the room without defeating the guardian warrior, the guardian warrior immediately regains all lost hit points. No matter the direction the room is entered from (whether the stairs leading from area 2-8 or from the secret door entering from 2-17A) the guardian warrior faces its challenger.

Guardian warrior: Init +0; Atk *Obstructor* (*+1 longsword*) +4 melee (1d8+1); Crit III/d8; AC 19 (full plate & shield); HD 2d12 (hp 24); MV 30'; Act 1d24; SP single combat, cannot be surprised; SV Fort +1, Ref +0, Will +0; AL C.

Obstructor (+1 longsword; see Appendix B - New Equipment, Magic Items, Curses, and Spells): INT 6; AL C; Bane: humans (additional +1 to attack and damage when facing bane); Communication: simple urges; Special Powers: *obstruction*.

Obstruction: When guarding a door or passageway, the wielder of the sword may seal it as per *ward portal* spell result 20. The portal automatically reappears once the wielder has completed combat by winning, losing, or withdrawing.

Single combat: The guardian warrior does not attack until a single champion has been determined from intruding adventurers. At that point they are impervious to all attacks or attempts at hindrance by any other being. Any further attempt at touching or attacking the guardian warrior

passes through them as if they were made of smoke. The same goes for their opponent, who cannot be touched (making lay on hands impossible, for example). Once locked in combat with the guardian warrior, it is to the death. If they are attacked en masse, then the first adventurer to cross swords with them, hit them with a spell, or join combat in any manner is their opponent.

Area 2-17C — The Throne Hall: *This large, unlit hall is draped at the western end. The ghosts of long-faded iconography cling to the walls, now obscured to the point of utter illegibility. Heavy black drapes hang to the west, barely visible from the door. A ten-foot gap between them alludes to a chamber beyond.*

The curtains behind the throne are unbroken and run from ceiling to floor and wall to wall. Around the golden throne is a wall of bars, with a 10′ wide door in the center, preventing intruders from approaching. The gate in the bars is locked and has complicated inner-workings requiring a DC 15 *pick lock* check to open. The bars are made of iron and extremely thick and would require a DC 16 Strength check coupled with a successful Mighty Deed of Arms to bend far enough to allow entry. Behind the curtains at the west end of the hall are a pair of stone doors, each carved with the face of a beneficent looking man.

The throne itself is crudely constructed, decorated with a combination of monstrous faces and strange runic symbols (which have no meaning and are purely for show; even a *comprehend languages* spell makes no sense of them), and plated with gold. A dwarf making a successful DC 14 underground skills check understands that the throne is merely gold plated (worth 500 gp); otherwise, it appears to be worth tens of thousands of gp.

Sitting upon the throne immediately converts the PC's alignment to chaotic (a successful DC 15 Willpower save negates). There is no immediate, or outward sign of this change to onlookers. Anyone touching the throne (other than seating themselves upon it) are paralyzed until touched by a lawfully aligned creature (DC 14 Willpower save negates). This paralysis affects even creatures normally immune to such things, such as elves. Should a lawful cleric touch the throne in this way, they are paralyzed and suffer 2d6 damage—permanently draining the throne of its power and turning its gold plating into lead.

Once a victim becomes paralyzed, a glistening wetness appears on the north wall, as a yellow primeval slime emerges over the next 3 rounds. It wetly drops to the floor, alerting those present, and immediately heads for the throne area and any victims. If still undiscovered, the secret doors leading into areas 2-17E through 2-17-H spring open when the door to area 2-17I is opened.

Primeval slime (10′ x 15′): Init (always last); Atk pseudopod +4 melee (1d4); Crit M/d10; AC 10; HD 6d8 (hp 40); MV 5′, climb 5′; Act 6d20; SP paralyzing touch, rapid reproduction, half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N.

Paralyzing touch: Pseudopod's or slime's touch causes paralysis for 1d6 hours (DC 14 Fortitude save negates).

Rapid reproduction: For every 5 damage inflicted by the slime, its area grows by another 5′x5′ and it gains 5 hit points.

Area 2-17D — The Crypt of the Mummy: *The weight of the ages is palpable here. Extending ten feet out from the north wall is a featureless five-foot-wide, three-foot-tall stone crypt topped with a five-foot by ten-foot stone slab.*

The door to this room is locked (DC 13 *pick lock* check to open) and also barred with two heavy pieces of stout oak. On the lock is a wax seal bearing the signet of a dead king of ancient Thracia (at least 2,000 years old).

Touching the crypt (with anything—hand, weapon, pole, rock, etc.) causes the slab to explode outwards inflicting 1d3 damage to all standing within 5′ of the crypt. Rising up amidst the dust and debris is a tall, gaunt figure, armed with a black short sword. The being is an ancient, mummified king of Thracia, doomed by his evil life to live forever. It wields the sword *Thirster*, a magical blade of Chaos with no magical bonus to attack rolls or damage.

The bottom of the crypt is covered with 500 gp and near the north end of the crypt is a bone scroll case containing a *scroll of Lokerimon's orderly assistance* (spell check result of 26). In a bottle near the south end of the crypt is a *potion of longevity* (p. 224, DCC RPG).

Mummified king: Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.) or *Thirster* +7 melee (1d6+2 plus 1 Strength, DC 10 Fort save negates Strength loss); Crit U/d8 or III/d8 (if wielding a weapon); AC 11; HD 3d12+5 (hp 26); MV 20′; Act 1d20; SP un-dead traits, damage reduction 3, mummy rot (1 Stamina loss per day, DC 12 Fort save negates), vulnerable to fire (double damage); SV Fort +2, Ref +1, Will +5; AL C.

Choke: A mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d4 damage from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d4 damage. If the third attack succeeds for a third round, the attack causes 3d4, then 4d4, and so on until either the mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that takes damage from a mummy may contract mummy rot (DC 12 Fortitude save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures suffer 1 Stamina

loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Thirster (magical short sword; see Appendix B - New Equipment, Magic Items, Curses, and Spells*)*: INT 12; AL C; Communication: speech and telepathy; Languages: Chaos, Dragon, Troll; Special Powers: *detect evil* 30′, detect gems 40′, detect secret doors 20′, healing (each point of Strength consumed by *Thirster* heals a living wielder 1 HD), Strength drainer (drains 1d4 Strength (PC) or suffers cumulative -1 to hit (NPC) with every blow, in addition to other damage), telepathy (grants its wielder telepathy extending 100′).

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 2-17E — A Burial Vault: *This dark burial chamber is deathly quiet. Half-seen shapes lurk within the shadows.*

Buried in ancient times, the occupants of this chamber have not "fed" for millennia. Two barrow-wights haunt this room with their honor guard of six skeletons. They attack as soon as the chamber is breached.

Barrow-wight (2): Init +1 (surprise); Atk claw +2 melee (1 plus XP drain (1d4, DC 10 Will save negates)); Crit U/d8; AC 15; HD 3d8 (hp 20 each); MV 40′, climb 20′; Act 1d20; SP un-dead traits; SV Fort +3, Ref +5, Will +3; AL C.

Un-dead traits: Barrow-wights are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

XP drain: Experience lost to the barrow-wight does not reduce a PC's level but must be re-earned prior to being able to reach the next level. Characters reduced to 0 XP are slain and rise as barrow-wight within 1d7 days.

Skeleton (6): Init +0; Atk claw +0 melee (1d3) or short sword +0 melee (1d6); Crit U/d4; AC 9; HD 1d6 (hp 4 each); MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 2-17F — A Second Burial Vault: *This vault contains a moldering, dead skeleton clad in rusting chainmail.*

Should the vault be entered, the elder skeleton animates, sitting up and turning to face the intruders. It speaks in a very ancient style of the Common tongue (requiring a DC 13 Intelligence check to understand).

"*Long have I lain here, storing up my hatred for those who have entombed my brethren. Now they shall be unleashed on those who have wronged them!*"

The skeleton then rises from its bier and begins to walk toward the door. It does not attempt to attack any being. If it is not obstructed, it taps the doors to crypts E, G, and H, releasing the un-dead within. The released un-dead then begin to attack anything in sight. Once they have defeated any living creatures, they join the elder skeleton and begin an organized assault on living creatures in the caverns.

Skeleton, elder: Init +0; Atk claw +2 melee (1d5+2); Crit U/d10; AC 15 (chainmail); HD 5d8 (hp 30); MV 30′; Act 2d20; SP un-dead traits, animate un-dead, horde leader, relentless, half damage from piercing and slashing weapons; SV Fort +4, Ref +4, Will +4; AL C.

Animate un-dead: Any recent corpse (less than 1 month dead) encountered by the elder skeleton rises as a zombie. Older corpses rise as skeletons.

Horde leader: Any un-dead of 6 HD or less encountered by this creature immediately fall under its command. Within 100′ of the elder skeleton, groups of un-dead work in concert to attack a target, gaining +1 to attack and damage rolls.

Relentless: If the elder skeleton is destroyed, a successful DC 10 Willpower save allows its imbuing spirit to transfer into any available dead body within 200′.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 2-17G — Another Burial Vault: *At the south end of this beshadowed room, in the center of the wall, sitting on the floor, is a chest with a transparent crystal top. Visible within the top (which is about three inches thick) is a gleaming longsword.*

Locked in this vault are a pair of doppelgangers who hide in the shadows, attempting to flow out into the hallway while the PCs examine the chest until a chance to reveal themselves is possible. Once outside they take the form of party members, rushing into the room to warn "their comrades" about the duplicates among them. To enhance the sense of distrust and confusion, judges are encouraged to

have the duplicated players take on the role of one or both doppelgangers while the judge speaks for the PCs.

Doppelganger (2): Init +1; Atk claw +1 melee (1d5); Crit M/d6; AC 12; HD 1d8+1 (hp 7, 5); MV 30'; Act 1d20; SP telepathic link, *hide in shadows* +6, *sneak silently* +6, unstable form; SV Fort +2, Ref +0, Will -1; AL C.

Telepathic link: Prior to taking a creature's form, the doppelganger establishes a telepathic link so as to duplicate their memories and mannerisms (DC 13 Willpower save to resist). The mental link lasts for up to 1d3 turns. Should their target die, the mental link is broken. While a doppelganger is physically indistinguishable from their victim, if they have failed to establish a telepathic link, the identity of the duplicate rapidly becomes apparent.

Unstable form: Having no known permanent form, doppelgangers are adept at taking the forms of other creatures, mimicking them exactly, including the appearance of armor and weapons. Weapons are merely an extension of their body and are simply a disguised claw attack.

The chest is affixed to the floor and cannot be moved. Looking through the crystal lid, the bottom of the chest is covered in gold coins (600 gp). The crystal lid is unbreakable and can only be removed by any successful casting of *dispel magic*. The blade is cursed (-2 to attack and damage rolls), and once drawn may not be released until its wielder slays a minimum of 3 HD of sentient creatures, or they themselves are slain. A thief succeeding in a DC 15 *find trap* check on the chest notices that there is a hidden compartment on the left side of the chest, accessible from the outside. The latch to this secret compartment is guarded by a crossbow trap (DC 12 *find trap* check to find, DC 13 *disable trap* to remove) which inflicts 1d6 damage. The trap is concealed in the wall and fires directly at the location that one must be in to work the latch and open the secret compartment, allowing no Reflex save. Within the compartment are a *potion of shrinking* (p. 225, DCC RPG), a *potion of speed* (p. 225, DCC RPG), a *scroll of protection from evil,* and a *scroll of snake charm.*

Area 2-17H — Empty Burial Vault: *This burial vault is empty. There is no body or any other item in this room. The only distinguishing feature in the room is a line of small writing carved into the east wall, illegible from the doorway.*

Written in Ancient Thracian (requiring *comprehend language* or a DC 17 *read languages* check), one must be within 5' to attempt to read the writing; it reads, "I have been waiting for you." If the message is said out loud or if the PCs remain in the room for more than 2 rounds, each PC present telepathically hears the following: "*Ahhh… it has been a long time! I have been waiting for you to come…*" before the voice trails off into mocking laughter. At that point the door slams shut (if the door has been spiked open, each spike adds a round before the door can close. A PC making a successful DC 18 Strength check may hold the door open, allowing one person to pass through. A successful check must be made each round. Those sealed into the room must find some way of escape before they die of suffocation or starvation (judge's discretion). The door opens inward and has AC 15 with 50 hp.

Area 2-17I — Wily Water Trap: *This short corridor extends fifty feet and ends in a pair of plain double doors.*

This is a trap of the nasty variety but it is not without a possible escape route. The doors at the west end lead not to another room, but to doom and destruction. When those doors are touched, the doors on the east end of the hall slam shut and lock (DC 15 *pick lock* check to open). Opening the west doors releases water from the river through a metal grate behind the doors. The force of the water thrusts the doors open and makes it nearly impossible to close them (DC 20 Strength check required). Even if successful, it requires 3 rounds to accomplish (the hallway fills to the ceiling in 5 rounds). The ceiling is 10' high and in this ceiling, at the location marked by the "**x**" on the map, is a 5' square opening. This opening is a vertical shaft or chimney that leads upwards to Level 1 from the ceiling of area 2-17I to the floor of area 1-20 (see Level 1, in area 1-20). The shaft extends upwards 70' and there are no handholds (DC 14 *climb sheer surfaces* check to scale).

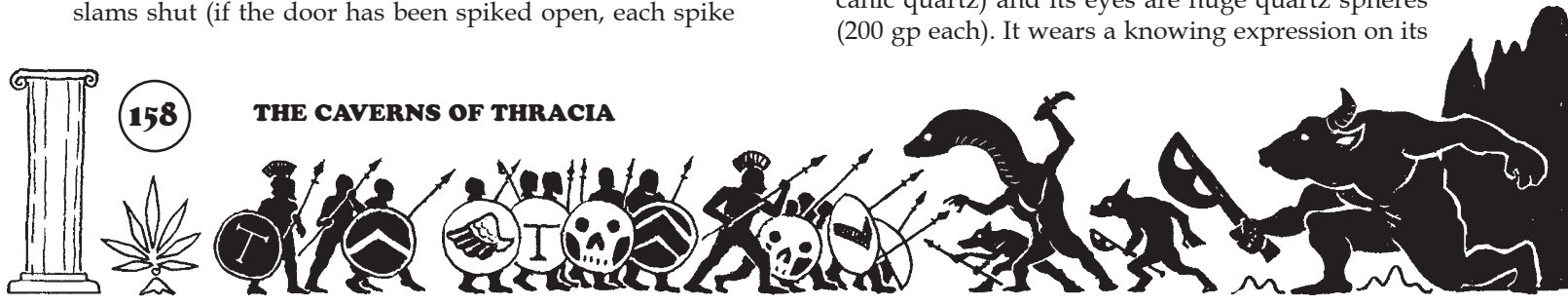
Area 2-18 — Hall of Ancient Statuary: *From the east, a set of stairs descend ten feet down into this room. The ceiling is twenty-five feet high. The chamber is illumined by ten glowing pillars that give off an eerie yellow-green light that seems to flicker almost like torchlight. Set along the length of the room are five pairs of stone pedestals, each rising six feet. Atop each one is a statue, representing a different creature from mythology or nightmare.*

Every 5 rounds the lights in the room goes out for 1d5 rounds before flashing into activity again akin to 10 giant strobes. PCs caught unprepared by the sudden return of the lights are blinded for 1d3 rounds (successful DC 13 Fortitude save negates). Additionally, there are infrequent low rumblings which can be heard here.

The odd acoustics of the chamber are disorienting, and the simplest of footfalls creates echoes which sound like traps being released or the clawed feet of unseen creatures stalking about.

The rectangles marked with letters on the map represent the pedestals, upon which sit a variety of statuary, carved from several kinds of stone.

A) Androsphinx: The sphinx is carved of porphyry (volcanic quartz) and its eyes are huge quartz spheres (200 gp each). It wears a knowing expression on its



face, as if understanding a secret yet unrevealed to the viewer.

B) Eight-headed hydra: Not crafted to full size, this horror in black marble looks out over the room with sixteen eyes of amber (each valued at 25 gp).

C) Minotaur: Carved of soft soapstone, this massive statue has eyes of jade (400 gp each). The muscular form is presented in mid-swing, its massive axe sweeping to cleave its foe in twain.

D) Dryad: This feminine figure is depicted emerging from the trunk of a tree, which is only partially sculpted. She is carved of black basalt with small citrines for eyes (50 gp each).

E) Griffon: Carved of glistening white marble with inset fire opals for eyes (50 gp each), the griffon is poised as if ready to take flight.

F) Manticore: Sculpted in black marble with red tourmalines for eyes (200 gp each). The beast is a study in unrestrained fury.

G) Harpy: With wings outstretched and talons exposed, hate is emblazoned across its green marble face. Brilliant cut green emeralds serve as its eyes (400 gp each).

H) Hippogriff: The basalt figure is utterly black, with the only color provided by small, greenish-yellow peridots (50 gp each), serving as the beast's pupils.

I) Satyr: Carved of pink granite, the goat-legged figure is frozen, mid-caper, with its arms upraised in joy. Its eyes are of diamond, with flashing rubies inset as its pupils (each eye is valued at 1,000 gp).

J) Centaur: Standing aloof and proud, the equine figure is sculpted of marble of the purest white. Blue aquamarines serve as glittering eyes (300 gp each).

The statuary seems to be unguarded, but for every 10 gp worth of gems pried out of the eyes of any statue there is a 1% chance of summoning the guardian of the hall. This chance is cumulative and must be checked each time a new gem is pried loose (each gem requires 1d3 rounds to extract intact from its setting. Thus, when the 100% mark is reached (1,000 gp worth of gems)

the guardian automatically appears if not yet summoned (see area 2-19). In 2 rounds after the guardian has been summoned it appears, bursting through the secret doors in the west wall. The guardian attacks and pursues any being possessing the stolen gemstone eyes.

The secret doors in the north wall, when searched for (DC 12 Intelligence check to discover) appears to be part of the wall. The secret doors in the west wall are undetectable through mundane means and may only be discovered through the use of *detect magic,* or similar magic. If perceived through such means, they show a glowing outline with glowing palm-shaped areas glowing 4′ off the ground in the center of each door. The doors open by pressing an open hand to each glowing palm.

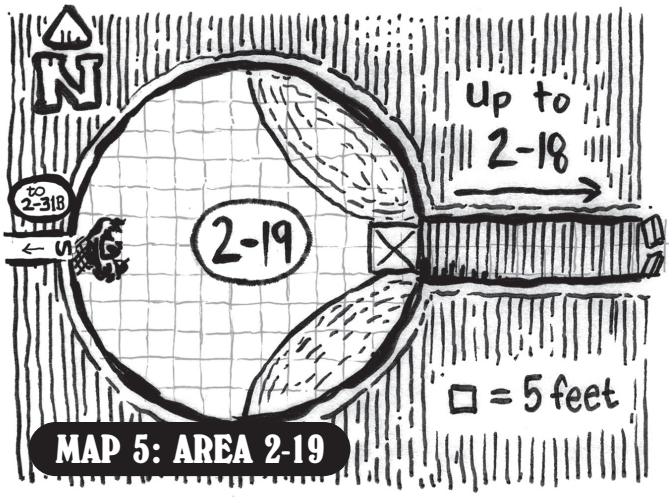
Area 2-19 — Audience Chamber of the Stone King: *Descending forty feet to the room below, leads to a large circular chamber, the walls of which burn with a cold, violet fire. Flanking the base of the stairs is a pair of placid pools of water. Every so often the pools gurgle, and a ripple moves across the surfaces. At the west end of the chamber is a large statue, standing eight feet tall, cloaked in the shadows thrown by the flickering light of the room's magical flames.*

There is nothing in the pools, but who wants to test it and find out? The wall to the west is bathed in a blue-violet light. Those stepping into the light by moving adjacent to the wall are struck with drowsiness, inflicting a -1 penalty to all rolls for 1 turn (DC 10 Fortitude save negates). The secret door on the west wall leading to area 2-31B, behind the large statue, is within the area of strange light and requires a DC 12 Intelligence check to locate.

The statue at the west end of the room is that of a dark-skinned man of regal bearing, wearing a crown set with three large, violet gems (500 gp each). The statue's eyes and mouth burn with deep orange flames. It is not an ordinary statue however, but is actually the stone king, the guardian of area 2-18 and if it has been destroyed there, or has even entered that room, it is not present. It does not immediately attack, but if the gem-eyes of the statues in area 2-18 are removed, the gems in its crown are tampered with, or if attacked, the stone king animates and strike.

When present, the stone king may cause the trap door in front of the stairway to drop away, leaving a 10′ wide gap of open water (20′ deep) between the room and the stairway, but he does not do so if he has not yet been animated.

Stone king: Init +1; Atk fist +10 melee (1d6+6) or fire breath +1 missile fire (1d6 plus catch fire (DC 12 Ref save)); Crit M/d10; AC 14; HD 6d8 (hp 48); MV 30′; Act 1d20; SP elemental healing (fire), breathe fire (3d8, 4/day, 90′ x 30′ cone, DC 15 Ref save for half damage), gem sense, half damage from



MAP 5: AREA 2-19

edged weapons, phlogistonically bound; SV Fort +0, Ref -2, Will +0; AL N.

Elemental healing (fire): The stone king is healed by exposure to fire damage. When damage is inflicted by fire, the stone king is instead healed by the same amount.

Gem sense: This creature can detect the presence of the gems from area 2-18, as well as those from its crown, at any distance and pursues any being possessing those gems to the ends of the earth. It seeks to slay those who have stolen the gems and return them to their rightful place. With no need to rest, the creature can cover nearly 100 miles per day in its pursuit.

Phlogistonically bound: The stone king was crafted with ancient magics, long lost to the world. It is immune to all magic save for *transmute earth*.

Area 2-20 — Rubble-filled Caverns: *This is a large cavern with a stone floor. Despite the air here being dry, there are stalactite and stalagmite formations along the south wall. Debris litters the floor, and the ceiling looks up into a large chasm rising into the darkness above.*

The debris on the floor has fallen through the chasm from area 1-27. As it has grown, it has become home to a colony of rats. While the rats themselves pose no hazard, and flees if disturbed, they frenziedly squeak and squeal as they do. Any noise or light in this cavern alerts the guards located at area 2-21.

Area 2-21 — Guardpoints and Pit Traps: A short stair at this point rises upwards by 10′ from area 2-20. To either side are a pair of pillars, amongst which are concealed four gnoll guards. These guards are alerted and ready by any noise or light in area 2-20 or from the east cavern. They are aware of pit #1's location and take advantage of a party distracted with a member or more trapped below.

The two covered pit traps are very well disguised and may be discovered by a thief succeeding at a DC 16 *find trap* check, or a dwarf succeeding on a DC 14 underground skills check.

Pit #1 – 20′ deep: Stepping on the pit's lid triggers it, dropping the victim into a 20′ deep pit, the bottom of which is lined with spikes (3d6, DC 12 Reflex save negates fall). Once the victim falls through, the pit snaps shut again, although its whereabouts are readily apparent once the sand atop the lid has been disturbed.

Pit #2 – 30′ deep: This pit is extremely ancient, and its location is unknown to current dungeon inhabitants. Though locked shut for 2,000 years, a portion of the mechanism has corroded through allowing the trapdoor to function once again. It only opens upon a failed Luck check and, when it does, it swiftly (and loudly) creaks open and snaps shut again (the mechanism hasn't been oiled in a couple of millennia or so). Instead of being a straight shaft, the pit becomes a slide, sending victims shooting southward into area 2-23C. Once triggered, the trap door immediately closes, jamming and wedging shut. It requires a successful DC 20 Strength check to pry it open again.

Gnoll (4): Init +0; Atk bite +1 melee (1d3), polearm +1 melee (1d12), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 8, 7, 6, 6); MV 30′; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 2-22 — Statue of a Long-Forgotten God: *The walls of the alcove are of rough-carved rock housing a sculpture of a fair-looking young man, likely some sort of god or demi-god. The pearly-white marble has been weathered and stained by the passage of time and water but is relatively intact. However, the head is somewhat worn away by constant erosion and stalactites hang off the chin and arms. Ancient script is carved into the plinth beneath the statue, its meaning obscured by time. A pair of bas-relief panels, depicting acts of the god, are set into the living rock. One to the west and the other north.*

This cavern was once the shrine area of many a now-forgotten god and godling of the ancient Thracian race. Anyone succeeding at a DC 14 Intelligence skill check recognizes the figure as Apollo. The carving at the base of the statue is in Ancient Thracian, and reads: "Oh Apollo, blessed healer, touch me and make me whole." If this phrase is spoken while touching the statue, the supplicant is healed for up to 2 HD. After four such prayers, the magic contained with the ancient statue is forever exhausted.

The west panel is, in actuality, a secret door (DC 14 Intelligence check to locate). The door is trapped with a pair of spring-loaded spears (DC 15 *find trap* check to discover, DC 10 *disable trap* check to remove) which launch forward to impale anyone standing in front of the door as it opens (2d6, DC 12 Reflex save for half damage).

Area 2-23 — The Temple of Athena . . .Or. . .The Temple of the Descension: *A set of stairs leads upwards ten feet to a massive temple with heavy Doric pillars. The lower portion of the temple is carved with high relief sculpture panels with scenes depicting the Thracian deities in combat with demons and sea monsters. In a place of honor to the east stands a ten-foot-tall statue of a helmed woman in flowing himation-style robes. She holds a spear and shield, and has a strong, regal bearing.*

The 10′ area before the statue (marked with an "**x**" on the map) is a teleportation pad. Standing on it for 1 round activates it, sending those upon the square to area 3-1 (see area 3-36 if a "special marble" is possessed).

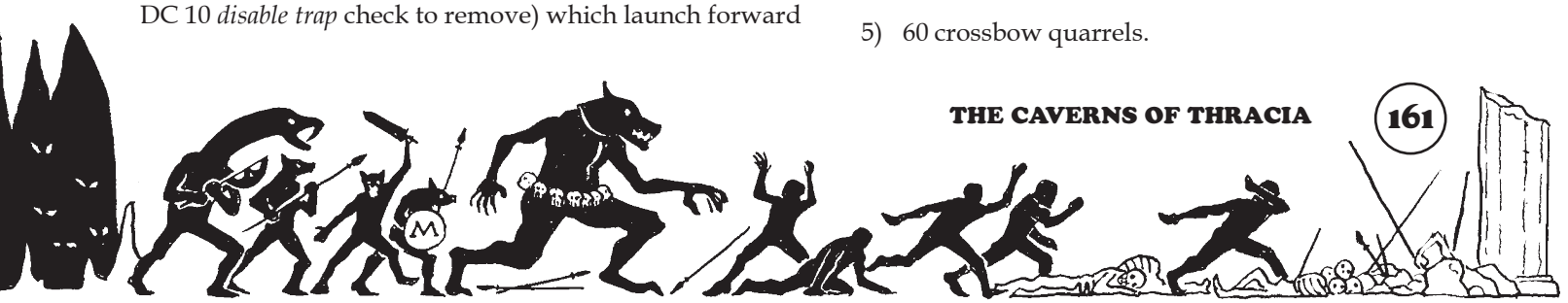
Guarding this strategic location is a squad of gnolls. Any light or noise in the cavern alerts them, and they hide amongst the pillars and wait until an ambush presents itself. If outnumbered or taking heavy losses, the gnolls retreat to the teleportation pad and seek to create another ambush on Level 3 with reinforcements to be found there.

Gnoll (8): Init +0; Atk bite +1 melee (1d3), polearm +1 melee (1d12), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 8, 8, 7, 7, 6, 6, 6, 5); MV 30′; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 2-23A — Weapon Storage Vault: *Torch sconces line the walls of this room, all empty save for the one nearest to the stairs, which holds an ancient torch looking so dry and brittle that the thought of flame might make it ignite. Within the room are a dozen large, sealed, wooden boxes – some as large as a person. Despite their obvious age, the crates have been well stored and are in remarkable condition.*

The items within the crates are carefully wrapped in oil-soaked cloth to protect them from moisture. The contents of each crate are as follows:

1) 20 bronze short swords. These swords are half-again as heavy as an iron sword and the metal more malleable. After three successful hits are scored, the blades suffer a -1 penalty to attack rolls and damage until resharpened.
2) 30 spears.
3) A suit of *+1 half plate* of ancient design.
4) This lid of this box shows signs of having been pried open, and the contents have suffered the ravages of time. Contained herein are 30 spears, which collapses into a pile of debris when handled.
5) 60 crossbow quarrels.

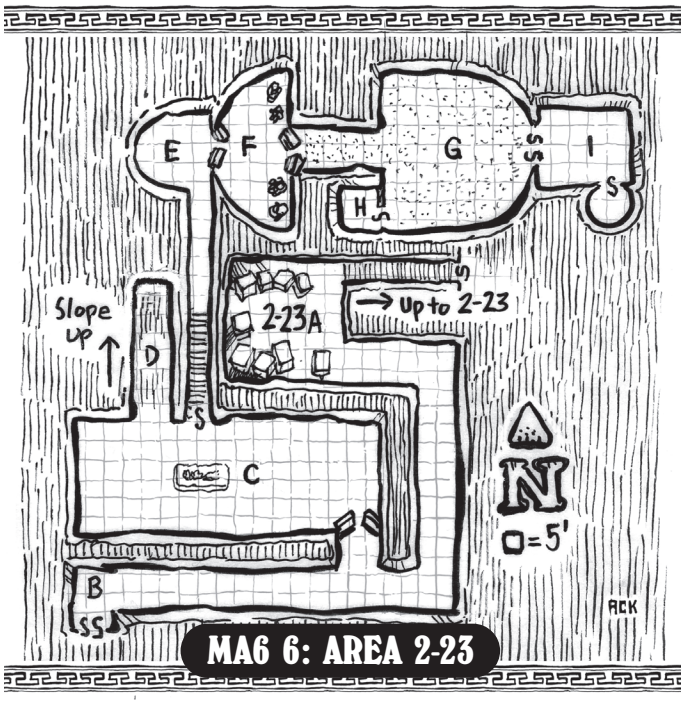


ROOM COMPLEX 2-23A-I

On the east wall of the temple's base is a secret door, disguised as a carved panel (DC 12 Intelligence to discover). It opens up onto a narrow stair leading down to area 2-23A.

Areas 2-17 and 2-18 are split level on Level 2.

6) Unidentified weapon parts #1
7) Unidentified weapon parts #2
8) Unidentified weapon parts #3
9) 60 crossbow quarrels.
10) Four circular shields, each bearing the head of a bull emblazoned on them in green paint.
11) Sixty crossbow quarrels.
12) This box is differently constructed from all the rest. Emblazoned across the crate is a message in kanji-like characters (requiring a DC 18 *read languages* check or use of magic to decipher). It reads "Wing Tu, weapon-maker for his excellency the undying Emperor." Inside, preserved by some strange magic are some unusual-looking weapons (see "Weapons of Wing Tu" sidebar for details), crafted from high-grade steel (a PC with a smithy-related occupation immediately realizes that such quality steel is not known to have existed during the age of the Thracian Empire. The quality of steel is rare, even by modern standards, and holds such a fine edge that they are nearly equal to some magic weapons.



MAG 6: AREA 2-23

Crates #6-9 contain the components of a special defensive mechanism that fires six crossbow quarrels per round, for 6 rounds, before needing to be reloaded. There are no assembly instructions and the parts, although well protected, are incomprehensible. Attempting to decipher its assembly takes 25-Intelligence ability score hours and requires a successful DC 20 Intelligence check (PCs with armorer or smith-related occupations gain a +1d bonus to the check). It takes 1d3+1 turns to assemble the device, which weighs several hundred pounds and is difficult to move once put together. When functional, the strange weapon fires at up to six targets in a 20' radius (1d6+1, DC 12 Reflex save for half damage, range 75').

THE WEAPONS OF WING TU

Weapon	Damage	Range	Note
Shuriken Θ x10	1d4	10/25/50	(See Appendix B - New Equipment, Magic Items, Curses, and Spells)
Nunchaku Θ	1d5		+1d to initiative checks
Jian (longsword)	1d7+1		+1 to attack rolls
Rockets Θ x20	1d6+blind	50/100/150	(See Appendix B - New Equipment, Magic Items, Curses, and Spells)

Θ- *These weapons are not known outside of their native region, and warriors and dwarves wishing to use them must dedicate 2d3 months to familiarize themselves to the point of being "trained" with them.* (See Appendix B - New Equipment, Magic Items, Curses, and Spells for further information)

Area 2-23B — Doors to the Hidden Tombs: *The hallway here ends in a pair of massive stone doors. There is an inscription in Ancient Thracian, chiseled deeply within their surface.*

While marked as secret, these doors are clearly visible from this side. The inscription reads; "It is not given that man should interrupt the sleep of his ancestors. Do not transgress beyond this point." These doors does not yield, even to magic such as *knock* or *transmute earth.*

Area 2-23C — Demesne of the Minotaur Lizard: *The walls of this room are covered in labyrinthian imagery. Tiny figures can be seen, fleeing from a tremendous horned lizard which stalks them through the maze. A massive horned lizard, much like the one which hangs in midair, bathed in pulsing red light. The crocodilian behemoth has an oversized maw with serrated teeth and massive nine-inch claws. The light originates from the floor beneath the creature, which is engraved with arcane sigils and circles. The light beats in a steady rhythm, like that of a heartbeat.*

The large reptilian creature has been in a sort of stasis-like trance for some centuries now. Originally placed as a guard for the secret door in the north wall, it was forgotten long ago as the complex fell into ruin. The ancient enchantment placed upon it is such that, if the room is entered, the minotaur lizard awakens and attacks. Once aroused, it pursues its quarry relentlessly and only once it has defeated and devoured its prey will it return here and fall back into stasis.

The secret door is further guarded by way of two magical traps. A thief giving the door even a cursory examination after its discovery immediately notices the tiny runes that are etched along the edge of the panel. The first creature to touch the door with the intention of opening it is *polymorphed* into a housecat (DC 14 Willpower save negates). The second creature to attempt to open the door is struck by 1d4 *magic missiles*, each inflicting 1d4+1 damage. Bypassing

DARK TOWER CONNECTION

For judges wishing to provide a link between *The Caverns of Thracia* and the *Dark Tower*, it is recommended that the minotaur lizard be replaced with a Lesser Son of Set from the *Dark Tower* adventure.

the magical traps requires a successful spell check. A DC 12 spell check disrupts the first spell, but wholly disabling the traps on the door requires a minimum DC 15 spell check. In either case, a success results in the wizard or elf being certain that the door is now safe. Once triggered or disarmed, the door is thereafter be safe to open… save that it is also locked and requires a DC 15 *pick lock* check to bypass.

The slide from the 30′ deep pit #2 in area 2-21 ends here, plunging the victim feet-first through the plaster of the north wall and dropping them to the floor unharmed.

Minotaur lizard: Init +8; Atk bite +8 melee (1d12+4) or claw +8 melee (1d10+4); Crit 22-24 M/d12; AC 15; HD 6d8+6 (hp 40); MV 20′; Act 1d24; SP unerring tracker, never surprised; SV Fort +6, Ref +8, Will +8; AL C.

Unerring tracker: So long as the trail is not severed through magical means such as types of teleportation or a *planar step* spell, this hulking creature never loses the scent of its prey and continues to follow its trail. If the trail is broken, the minotaur lizard automatically picks up the scent should it cross the path of its victim.

Area 2-23D — Slippery Slide from the Trap Above: This is the slide that comes from the 30′ deep pit trap described in area 2-21. The slide is so designed that no actual damage is done during the drop. The slide is steep, but the minotaur lizard (see area 2-23C) can climb it. The trap door cannot be opened or sprung from beneath.

Area 2-23E — A Sealed-Off Retreat: *This room appears to have once been filled with finery, the sort one might expect to find while awaiting a royal audience. Now charred remains of fine furnishings, burned tapestries, and the scorched outlines of human defenders upon the walls are all that remain. The area is scorched and blasted, with portions of the floor having erupted upwards, releasing magma that has long since solidified into volcanic rock.*

This was the route taken by the last human survivors of the beast men revolution that captured the palace of King Agamemnos over 1,000 years ago. Here, many of the defenders made their last stand, destroyed by repeated blasts of wizardly hellfire.

The door to area 2-23F is barred from the other side and requires a successful DC 12 Strength check to batter down.

Area 2-23F — Chamber of Forgotten Finery: *The walls of this room are covered with ornate stylized paintings of magic and sorcery. Various statues of kings and queens and goddesses line the east wall. Large, double doors are set into the east wall.*

Any thief searching the door for traps immediately notices a dried yellow powder around the edges of the door. A successful DC 12 *handle poison* check identifies the powder as the dried spores of golden mold (see sidebar), the spores of which are highly toxic if inhaled. Likewise, successful inspection (DC 10 Intelligence check) by any forester, woodsman, or fungal farmer also identifies the spores.

Area 2-23G — Court of Foul Fungus: *This entire area is covered in fruiting bodies and furry golden fungus. Waist-high mounds reflect where tables may once have stood, but any further features of the walls, ceiling, and floor have long since been obscured by the mycelia of the fungal colony.*

Forcing open the door to this room, from either end, releases a 5′ radius cloud of spores, knocked loose from the gigantic golden mold colony that has overtaken this chamber. Further disruptions of the mold sends up clouds of spores in the targeted areas.

Setting fire to the mold causes it to erupt in a massive conflagration, intensely burning for 1 turn before the room is clear. Where once there was once a well-equipped magical laboratory, what remains of the great lab are shattered shards of glassware and approximately 300 gp worth of small gems used in experiments along with another 100 gp of gold wire and 50 gp of silver wire. Where both doors in this room were once concealed behind secret panels in the once-rich woodwork that lined this room, the mold has long since eaten into the wood, and fire scourges any remnants of such finery away.

GOLDEN MOLD

Normally only encountered in small patches of 6″ diameter or less, golden mold is known to be highly dangerous. Burning the mold is the only safe way to safely eradicate it, and the mold is very susceptible to fire, burning hot and brightly.

Inhalation of the spores is fatal, causing the victim to hallucinate wildly for 1d3+1 rounds before falling dead (DC 13 Fortitude save reduces the effect to 2d3 Stamina loss). A cleric may halt the progression of the spores' toxin with a successful lay on hands (3+ dice).

The spores of the golden mold adhere to anything they touch, making poisoning possible even hours later as trace amounts or spores may be dislodged and inhaled. PCs exposed to golden mold spores must make a successful Luck check each hour for 1d4 hours after contact. Failure results in their being poisoned by trace amounts of spores. Alternately, a careful and thorough cleansing of the PC and all equipment by way of full immersion in running water rinses away any remaining traces.

Area 2-23H — An Empowering Globe: *In the center of this small chamber is a stone table upon which sits an eight-inch glass globe which shines from within with scintillating, golden light. A small set of near empty shelves sit against the north wall, holding only five scroll cases. Each scroll case is marked with a different color wax seal.*

Anyone succeeding on a DC 12 Intelligence skill check understands that this device contains a number of expertly woven phlogistonic strands which, in turn, are powering some greater magic. The golden globe is the source of power for the teleportation system between Level 2 and Level 3 of the dungeon complex. If it is destroyed, the system no longer functions, trapping anyone on Level 2 until an alternate method of transportation is devised or discovered. *Dispel magic* (result 18 or higher) renders the globe inoperable for 1d3+CL turns. The globe is quite fragile and even a single glancing blow causes it to shatter (although it is still repairable via the *mending* spell held on the green-sealed scroll below). If the globe is removed from the room, it darkens, and the teleportation system ceases to function until it is returned.

Red Seal: The seal on this scroll case is whole and unbroken. On the scroll is an inventory of magic items once stored on the now empty shelves (judges are encouraged to provide players with a list of strange and fantastic sounding magical devices). The scroll is written in the Thracian language of the same period as King Agamemnos and the revolution.

Black Seal: This unopened scroll is written in the Ancient Thracian language that predates the reign of Agamemnos by about 1,000 years. It describes the crafting of the wondrous statues in area 2-41A, detailing the values of their jeweled eyes. It does not mention any type of guardian.

Blue Seal: This scroll has explosive runes inscribed upon it (as per *runic alphabet, fey*, result 25). When unfurled, the scroll explodes, releasing a fiery blast which inflicts 3d6 to all within 10′ and igniting flammable materials (such as any scrolls which have already been opened). A successful DC 25 Willpower save prevents the detonation of the runes (-1 penalty if the triggering victim is lawful).

Green Seal: This scroll is ensorcelled with four spells, precast and ready to be released: *dispel magic* (result 28), *fireball* (result 24), *invisibility* (result 22), and *mending* (result 32).

Judge's note: As prepared, a PC of any class may read and utilize this scroll.

Gold Seal: This seal is broken and has obviously been broken and released several times. It is a maintenance log on the globe and describes its functions (see Player Handout #6).

Area 2-23I — The Last Stronghold: *Furnishings are formed into ancient and crumbling barricades and corpses are strewn about the room. Along the southern wall an area looks to have been set up for clerics attempting to save the lives of the injured and dying, all while the forces of Agamemnos sought to hold the invading forces at bay – giving their lives to buy time for their king and his retinue to escape. The corpses here are partially mummified, leaving their faces distinct and clear in pained rictuses of death.*

It was in this room that the remnants of King Agamemnos' court and guard made their escape and that the dead and mortally wounded were left. If Epicaste (see area 2-13) is with the PCs, she walks amongst the dead in shock, identifying several of the corpses as friends and acquaintances of hers. Among all the death, one of the bodies in the room is not completely dead yet.

In his last moments of life, a near dead member of the King's Guard, Anteus, beseeched the gods to spare his life so that he could avenge the slaughter of his comrades. The gods answered, and for 1,000 years, Anteus has lain in a partially alive state, needing only lay on hands to restore him to health. Anteus is 6′ tall and clad in plate. When found, his hand still tightly clutches his shield, and his chest still slowly rises and falls. However, having lain here so long, his vocal chords have atrophied, robbing him of the power of speech. Anteus speaks Ancient Thracian but, if any can speak the tribal language or the Thracian tongue, he might be made to understand peaceful intentions (see area 2-13 for translation charts) but, if he is not immediately made to understand that the PCs are not servants of the beast men, he attacks.

The small, circular room on the south wall of this room is actually a shaft that leads from area 2-12 to 4-118 (see area 2-12 for details). From here, it is 60′ up to the floor of area 2-12 and 40′ down to the ceiling of area 4-118 (and an additional 20′ beyond that to the floor). Falling from this point inflicts 6d6 damage.

Anteus (King's Guard): Init +5; Atk two-handed sword +5 melee (1d10+5); Crit III/d10; AC 21 (+*1 full plate* & shield); HD 4d12 (hp 41); MV 20′; Act 1d20; SP favored by the old gods, mute; SV Fort +5, Ref +4, Will +2; AL L.

Favored by the old gods: Should Anteus be slain before avenging his comrades, the individual striking the killing blow forfeits a point of Luck permanently for thwarting the machinations of the (now absent) gods.

Area 2-24 — Giant Spider: *A massive spider's web, roughly twenty feet by thirty feet, hangs in this corner of the cavern. A number of cocooned figures, humanoid and otherwise, hang within the webbing. Some are still feebly twitching.*

Sitting at the center of the web is a giant spider, its bulbous black body and slender legs near invisible in the darkness. It seeks to web any potential prey, immobilizing any threats prior to dragging them further into its web to feed.

Spider, giant: Init +2; Atk bite +4 melee (1d4+2 plus poison (1d4, DC 12 Fort save negates)) or web +5 missile fire (entangled, DC 16 Strength or Agility check to break free, range 50'); Crit M/d8; AC 13; HD 2d8 (hp 15); MV 40', climb 40'; Act 1d20; SP infravision 60'; SV Fort +3, Ref +2, Will +0; AL C.

Area 2-25 — A Deteriorated Outer Sanctuary: *Columns extend thirty feet to the ceiling of this grand chamber. Once vibrant and brilliant paint is now peeling off the low relief sculptures of inter-deity combat that line every wall in the temple area. It appears that it has been some time since this temple was used for worship. Refuse covers the floor, and the air here is foul with bestial scent.*

If the gnolls have determined that the PCs are their enemies (an almost 100% certain possibility), crossbow fire rains down on the party by gnoll snipers (see area 2-28). The bolts are fired out of arrow ports that have been cunningly and almost invisibly carved into the sculptured walls. The ports are small (too small for something like a flask of oil, and may be sealed from the other side, if needed).

Area 2-26 — A Draped Inner Sanctuary: *This high-ceilinged room reeks of thick animal musk, hanging heavily in the air. Along the walls, tattered drapes hang in strips, their images long since destroyed by way of being rent with heavy claw-marks. The floor here is foul with muck.*

Behind the claw-torn drapes on the south wall are the remains of an iron ladder, set into the wall. This leads up to a door, concealed behind the curtains. Visible from this side, this is the back side of the secret door in the stairway beyond. Finding the secret door from the stairs requires a successful DC 12 Intelligence check.

Lairing in this room are two trained war-trained brown bears. They have been given special training and fight to the death. The two bears are assisted by their trainers, a trio of gnolls who dwell in this dank lair with their charges. Each of the gnolls have 3 sp and 6 gp on their persons in various pouches.

Bear, brown (war-trained) (2): Init +2; Atk slam +5 melee (1d6+5 plus bear hug) and claw (x2) +5 melee (1d8+5); Crit

M/d8; AC 16; HD 5d8+4 (hp 44, 36); MV 30'; Act 3d20; SP bear hug, infravision 60', immune to fear, +1d bonus against magical *charm* or *sleep*; SV Fort +4, Ref +2, Will +1; AL N.

Bear hug: In combat, the bear grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its fangs. If the bear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's 20 Strength (+4). Failure means they have been trapped in a bear hug. Each round thereafter, the bear automatically inflicts another 1d6+5 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on their action.

Gnoll bear trainer (3): Init +0; Atk bite +1 melee (1d3), mace +1 melee (1d6), longbow +1 missile fire (1d6), or spell; Crit M/d8 or III/d8 (if wielding a weapon); AC 13; HD 2d8 (hp 14, 13, 11); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 2-27 — Gnoll Barracks: *Primitive supplies are piled haphazardly here. Flies buzz about hunks of raw meat of dubious origin, and an open barrel looks to be half full of murky water. Blankets lay heaped in the corner of the room*

This is the primary lair of the gnolls in this section. There are bedding and provisions for twelve, although all of low quality and dubious safety. Because they always have a guard posted, and being bloodthirsty creatures, the gnolls are always be ready for combat at a moment's notice. There are always three gnolls in this room.

A secret door on the north wall leads into the converted crypt. The secret door is accessed by pulling on the water barrel, which is attached to the wall. Discovering the secret door requires a DC 12 Intelligence check.

Gnoll (3): Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), crossbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 2-28 — A Converted Crypt: *This room obviously served as a crypt at one time, and ancient bones can be seen sticking out amidst the litter and junk on the floor. The air is thick with the stench of unwashed bodies, mixed with animal musk, and several piles of crude bedding are spaced out along the walls.*

This converted crypt serves as additional living space for the gnolls. In this room are the three gnolls who fire the crossbows from the west wall into area 2-25. If the door to this room is breached, they fire their crossbows into the enemy before charging into melee with their axes. Scattered about amongst the rubbish are 12 gp and 8 sp.

Gnoll (3): Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), crossbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 2-29 — Another Converted Crypt: *Garbage obscures the floor of this ancient crypt. The skeletal remains of its prior occupants are strewn about haphazardly, showing signs of having been chewed. A trio of crude bedding piles are along the walls, while a primitive table sits in the center of the chamber with a pair of large stones to apparently serve as seats.*

In this chamber dwells the commander of the gnolls, Cinder, along with two others who serve as a combination of valet, messenger, bodyguard, and servants. The two gnolls leap between their commander and any intruders, fighting to the death in his defense. The commander summons reinforcements and delays entering combat, if possible, until help arrives. If outnumbered or outmatched, he seeks to escape so that he may hunt down the PCs with a larger force.

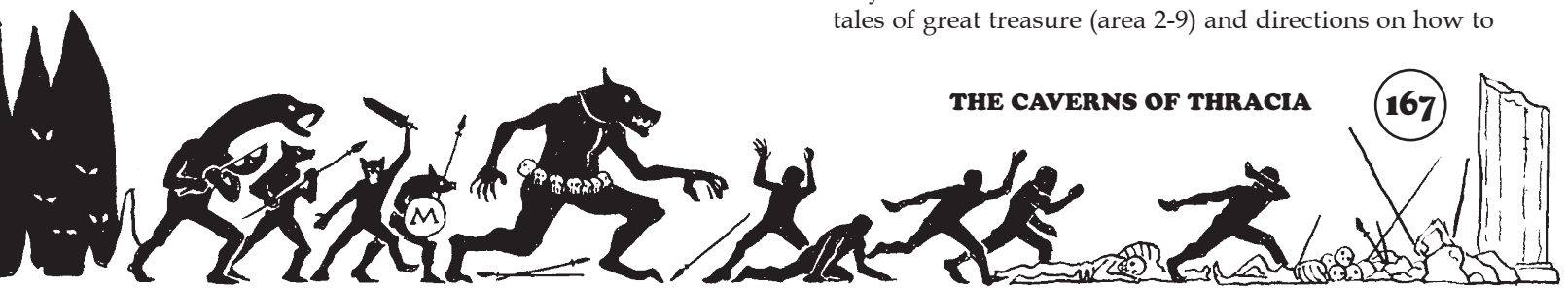
Cinder (gnoll alpha): Init +4; Atk bite +4 melee (1d3+4), two-handed sword +4 melee (1d10+4), crossbow +3 missile fire (1d6), or spell; Crit 19-20 M/d10 or IV/d10 (if wielding a weapon); AC 13; HD 4d12 (hp 26); MV 30'; Act 1d20; SP summon aid (1/turn), *invoke patron* (Ithha, d16 spell check); SV Fort +3, Ref +2, Will +1; AL C.

Summon aid (1/turn): The gnoll commander may emit a series of barking laughs which summon an additional 2d7 gnolls to his side, arriving in 1d5+1 rounds.

Gnoll (2): Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), crossbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 2-30 — Mercenary Barracks: *Sitting on a crude stone table, with a trio of benches arrayed around it, a single oil lamp illuminates this spartan room. Straw piles on the floor provide what appears to be some sort of bedding or nesting material. The walls here show faint traces of ancient plaster, long-since picked away. The powdered remains of which cover the floor with a thick layer of whitish dust.*

This is the barracks of an allied troupe of mercenary lizardmen. They are under the command of the gnoll in area 2-29, but if things get rough, they break for it and try to make it back to their tribe. One of them has recently discovered secret doors in the south wall of area 2-26 and there is a 40% chance that if that avenue of escape is possible that they use it. The 8 hp lizardman speaks the Common tongue and may offer to ransom himself and the other lizardmen with tales of great treasure (area 2-9) and directions on how to



ROOM COMPLEX 2-31

This complex is old; older than the Ancient Thracian tomb complexes of areas 2-13–2-18. Their use ended soon after the coming of the ancient Thracians. Some say that this is the remnant of an ancient race of civilized lizardmen. No one can be certain, except that humans are not portrayed in any but the more recent frescoes and then only as sacrifices of lizard-headed men.

On the south wall of area 2-31 are a pair of 10′ wide secret doors, concealed behind plaster and faded frescoes. The doors lead to a stairway heading down. The stairs are crumbly and deep with dust and fallen rubble. No plaster remains on the walls. The ceiling of the stairwell is covered with stalactites and the floor with stalagmites. In places they have grown together and almost blocked the passage. The dust on the floor is undisturbed and it is obvious that the stairs are long-disused.

reach it. He won't necessarily reveal any of the guardian creatures or traps unless forced.

Finding the secret door to area 2-29 requires a successful DC 12 Intelligence check, although the gnolls in area 2-29 respond to any prolonged sounds of combat by charging through the secret door and joining the fray.

Lizardman (6): Init -2; Atk bite +3 melee (1d4), club +2 melee (1d4), or dart +4 missile fire (1d4; 4 darts); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8, 7, 7, 7, 7, 7); MV 30′, swim 30′; Act 1d20; SP move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Area 2-31 — The Rising Demon Image: *The walls here are covered in crumbling plaster bearing traces of faded frescoes. Centrally located within this round chamber is a sculpture of a demon, carved from black granite. The stone is nearly untouched by the ravages of time, with only a few small cracks visible. Large crimson stones form the triple eyes of the demon, while the air near its open mouth shimmers with the passage of some colorless gas.*

This is the sculpture of a demon that rises up through the flames into area 1-27A. Its location is unknown to the locals. The statue's three eyes are large, faceted rubies (300 gp each) and its open mouth gives off traces of methane. While no apparent mechanism seems to allow for the statue to rotate, it always turns to face a lawful cleric, regardless of where they stand in the room. If there is more than one lawful cleric in the room, it faces the one of highest level (or, if equal, the one with the highest Personality).

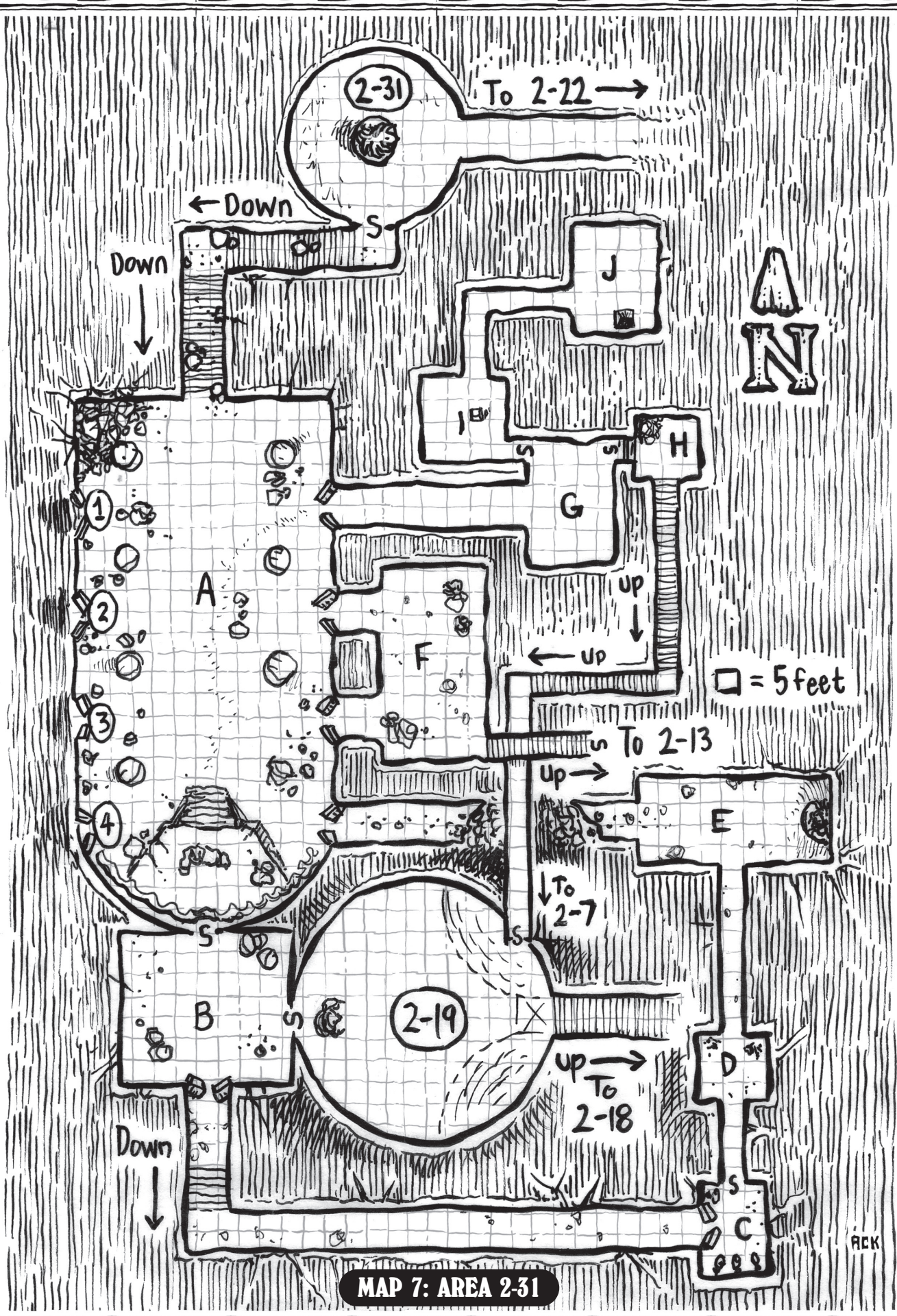
AREA 2-31A DOORS 1-4

On the west wall there are four doors, but they do not lead to places on this, the prime material plane. Instead, they lead to realms beyond. While two of the doors are blocked, and have lost their powers, judges are encouraged to make these doors their own, opening out onto other places and adventures as they see fit.

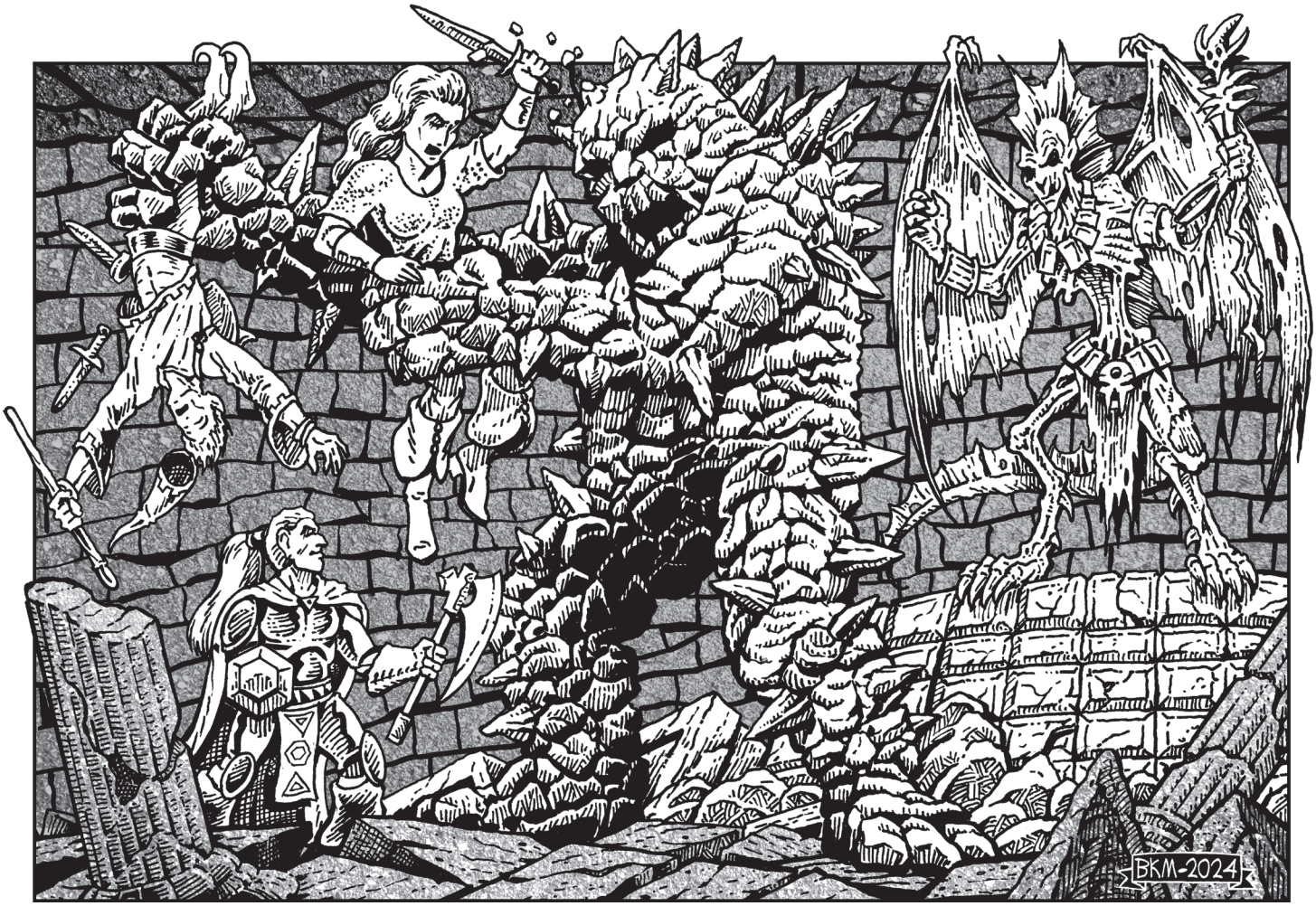
- **Door 1:** This door leads to the ethereal plane, but is held by a *ward portal* (result 12), requiring a DC 20 Strength check to open.
- **Door 2:** This door is blocked by stalagmite pillars and cannot be opened. It has long since lost the magic that once powered it.
- **Door 3:** This door opens into a small, featureless, 10′ x 10′ square room. The room is a pocket extension of the prime material plane into that of the astral plane. Those attempting to enter feel a rippling as their earthly and spiritual forms are in a constant state of flux. A PC may shed their material form at will here, before journeying further into the astral plane, and the dangers which it may pose. This door is held by a *ward portal* (result 12), requiring a DC 20 Strength check to open.
- **Door 4:** This door is blocked by stalagmite pillars and cannot be opened by normal means. It too has long since lost the magic that once powered it and leads nowhere but into a stone wall.

To the south of the room are a pair of hidden 10′ wide doors. They are covered over with plaster and faded frescoes are painted into the plaster. It requires a DC 15 Intelligence check to discover the doors and to get at them the plaster must be chipped away. Behind the doors are stairs that lead downward.

Area 2-31A — The Grand Temple of the Reptile Race: *This cavernous hall has long since fallen into ruin, time and moisture doing their work well. The ceiling is covered with stalactites that form occasional stalagnates, solid stone pillars, as they meet with stalagmites thrusting up from the floor. The floor is thick with dust, undisturbed except for a path that leads from one of the room's many doors to the steps of the altar, where there are signs that someone has kneeled several times.*



MAP 7: AREA 2-31



The northwest corner has caved-in and it seems that many other places in the walls are also marked by debris where they are beginning to crumble. Along both the east and west walls are a series of four stone doors of great construction, ten feet wide and fifteen feet tall. Several of the doors have been sealed shut over time, obstructed by stalagmite formations. The south end of the room is dominated by marble steps which rise ten feet to a ceremonial podium flanked by rotted tatters of an ancient tapestry, ruined beyond recognition.

This vast hall was once the worship place for hundreds of highly intelligent lizardmen who worshiped a supposedly immortal giant king. The stairs at the south end of the room lead upward 10′ to a ceremonial podium flanked by rotted tatters of an ancient tapestry, ruined beyond recognition. All that remains of the altar furniture is a crumbling marble podium and that, too, tumbles to marble dust if touched. In the south wall there are a pair of doors that are hidden from view by what remains of the drapes. Touching the curtains powders them and the doors are then revealed.

Along the east wall, the door to the south end of area 2-31F is sealed shut by the random formation of stalagmite pillars in front of it. The massive stone doors along the wall are well manufactured though and, with a successful Luck check, swing open with the push of a single finger. Those that do not are stuck, and require a DC 15 Strength check to open.

Area 2-31B — A Ceremonial Chamber with a View: *What purpose this room originally held is lost to history. The walls of this room are covered with flaking plaster, bearing a few faded images of lizardmen in jeweled robes along with the figure of a gigantic winged lizardman.*

Those trying to determine the purpose of this room are unable to determine the chamber's original function. However, it can be determined (DC 15 Intelligence skill check) that this was used as some sort of observation or guard post long ago, perhaps to keep an eye on encroaching humans during the waning days of the lizardmen.

The secret doors in the east wall are only secret to occupants of area 2-19 (see area 2-19 for that room's contents). The 10′ x 10′ portal in the wall is 25′ above the level of area 2-19's floor. The western side of the double doors to the south is eternally jammed closed.

Area 2-31C — Urns and Ashes: *This small storeroom holds shelves once filled with funerary vessels, decorative urns, and other pottery. Now, the floor is littered with ceramic shards, and only a few small urns remain unbroken. Portions of the northern wall are glazed over with mineral secretions which have seeped from above over the course of centuries.*

The quality of the pottery is excellent, and the four surviving pieces combined are worth 1,000 gp if sold to a collector of ancient, pre human history. The urns contain greasy blueish-gray ashes of some sort which radiate faint magic, but any powers they once could have instilled have faded to uselessness. The secret door in the north wall is disguised by a glaze of stalactite material that has formed over it and hidden the edges of the door. Locating the secret door requires a DC 12 Intelligence check. Due to the stone coverage, dwarves gain a +1d bonus if searching.

Area 2-31D — A Preliminary Crypt: *Two piles of dust and debris flank the north door in this ancient crypt. The pair of sarcophagi here were desecrated long ago.*

The piles of dust and debris are a pair of skeleton lizardmen warriors who rise and attack if the room is entered, forming upright out of the dust. These un-dead are immune to attempts to turn unholy due to the magical rings that they wear. When slain, they return to dust, as do their rings.

Skeleton, lizardman warrior (2): Init +0; Atk bite +3 melee (1d5), claw +0 melee (1d8), tail +3 melee (1d3 plus trip (prone, DC 10 Ref save avoids)), or by weapon +0 melee; Crit U/d8; AC 12; HD 4d8 (hp 32 each); MV 30′; Act 2d20; SP un-dead traits, half damage from piercing and slashing weapons, magical ring; SV Fort +0, Ref +0, Will +0; AL C.

Magical ring: Each of these skeletons wears a magic ring granting them immunity to *detect evil* and turn unholy attempts. Additionally, *protection from evil* within 100′ of them only lasts for 1d3+CL rounds before the spell is abruptly dispelled by the power of the ring. When the skeletons are destroyed, these rings return to dust and may not be recovered.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 2-31E — The Sepulcher of the Immortal King: *This room is just as decayed and decrepit as the rest of the complex. However, sitting on a pedestal at the east end of the room is a giant mummy, resembling a desiccated hybrid abomination of gargoyle and lizardman. If standing upright, the creature would be ten feet tall with huge, parchment-like bat wings springing from its scaly but withered back. The pedestal stands amidst a mound of treasure.*

Lying upon the pedestal is the Immortal King, a lesser lich of incredible age. When the room is breached, the Immortal King slowly shifts his head to face the intruders, revealing eyes which are glowing a malevolent red.

In combat, his first action is to *planar step* to the altar in area 2-31A and summon an earth elemental to do his fighting for him. If the rings in area 2-31D have been destroyed, he is alerted. The spell will have been cast and he will be stepping through the portal as the PCs enter. After casting *planar step* and summoning an elemental, he casts *haste* to ensure that he can react faster than his opponents. Whenever possible, the Immortal King avoids placing himself in any danger.

The west end of the room opens into a 10′ wide corridor that once led to area 2-31A, but has long since been sealed off by a cave in. Clearing the hallway via mundane means would take days.

Immortal King (lesser lich): Init +3; Atk claw +5 melee attack (1d8), bite +3 melee attack (1d12), or spell; Crit U/d10; AC 14; HD 6d12 (hp 57); MV 25′; Act 2d20+1d16 (spell); SP un-dead traits, lesser lich traits (immunity, rejuvenation, spellcaster, true sight), summon earth elemental (HD 8d8, 2/day), spellcasting (+9 spell check): Spells (1st) *charm person, choking cloud, magic missile, ward portal*; (2nd) *invisibility, invisible companion, levitate, spider web*; (3rd) *dispel magic, fireball, haste, planar step, slow*; (4th) *polymorph* as per CL; SV Fort +4, Ref -2, Will +4; AL N.

Immunity: Lesser liches have immunity to fear and non-magical and natural attacks inflicted by creatures of 3 HD or lower.

Rejuvenation: If it has a phylactery, a destroyed lesser lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5′ of the phylactery.

Spellcaster: Lesser liches are all spellcasters (wizard or cleric) of at least 3rd-level. Lesser liches do not suffer disapproval, although a spell check result of a 1 is a loss/failure.

True sight: The lesser lich's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. It can see invisible creatures and is never fooled by illusions

Un-dead traits: Lesser liches are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Elemental, earth: Init +4; Atk slam +12 melee (4d6); Crit M/d14; AC 20; HD 8d8 (hp 36); MV 30', dig 30'; Act 1d20; SP elemental traits; SV Fort +10, Ref +4, Will +8; AL N.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

Piled about the pedestal upon which the Immortal King sits are 500 sp and 1,600 gp in loose piles, the sword *Dragon's Bane* (see Appendix B - New Equipment, Magic Items, Curses, and Spells), a *potion of fire resistance* (see p.224, DCC RPG) and a *wand of paralysis* (3/day, result 20).

Area 2-31F — Another Room of Unidentifiable Purpose: *What purpose this room may have once held is obscured. The ceiling is covered with stalactites and the floor littered with stalagmites, some blocking passage through the room.*

The narrow stair at the south end of the room leads upwards 25' to area 2-13. The door into that room is both secret and covered by a thin sheet of ice, requiring a DC 14 Intelligence check to discover.

Area 2-31G — A Makeshift Chapel: *The dust and debris present nearby are starkly absent here. Instead, it appears that someone (or something) has been taking care to maintain this room. A small shrine has been erected here, with a simple altar holding offerings of fish and woven grasses. Above the altar is an image drawn upon the wall with ochre. The crudely drawn figure is represented as having both a tail as well as wings.*

The chapel has been created and kept clean by the shaman G'ruk of the lizardmen in area 2-7. He (and only he) has discovered the secret door in the north wall of their lair area. He has devoted this area to his private and secretive worship of the Immortal King, not knowing that it actually still lives.

Area 2-31H — Secret Lair of the Lizardman Shaman: *This chamber has a pile of ragged begging in one corner. Hanging on a wooden peg is a stained cloth satchel. At the south wall, a set of stairs rise into the darkness.*

There is a 20% chance that G'ruk, the lizardman shaman, is in this, his private lair. The satchel contains remains of dried human meat, along with some glass beads, and a few sharpened stone implements. There is nothing of real value here. The stairs ascend 75', eventually joining up with area 2-7.

Footprints in the dust lead from this room into area 2-31G.

G'ruk the fish-finder (lizardman shaman): Init -2; Atk bite +4 melee (1d4 plus roll), mace +3 melee (1d6), or spell; Crit M/d10 or III/d10 (if wielding a weapon); AC 15 (shield); HD 4d8 (hp 25); MV 30', swim 30'; Act 1d20; SP cleric abilities ((CL 4, +4 spell check): divine aid, lay on hands, turn unholy), move silently (+10 to stealth checks in swamp or water terrain), poison dust, *potion of un-dead control*, spell-casting (+5 spell check): Spells (1st) *blessing, darkness, food of the gods, paralysis, second sight, word of command*; (2nd) *banish, curse, lotus stare, wood wyrding*; SV Fort +4, Ref +0, Will +1; AL N.

Poison dust: Among pouches of various powders, G'ruk keeps a virulent poison which causes death (a successful DC 13 Fortitude save reduces effect to 1d4 Stamina loss). It may be thrown into the air to form a 10' x 10' x 10' cloud, mixed with water to be ingested (5 five doses), or smeared on weapons as a paste (2 two applications).

On his person the shaman has a satchel that contains his ritual possessions: a *potion of un-dead control* (p. 225, DCC RPG), four sacred rocks (useless), one mummified human hand, six teeth (various creatures), a bag of alum, two bags of inert ritual powders, one bag of poison dust (see above), a set of twenty divining sticks (+2 bonus to *second sight* spell checks), 1d5 strips of dried human flesh, a human jawbone, and 18 gp.

Area 2-31I — A Sealed Room: *The walls here show scenes of a ritualistic sacrifice of a human and several lizardmen by a group of gowned lizardmen priests. In the background, there is a hazy image of a tall winged lizardman wearing a silver crown. On a table in the center of the room, technically a three-foot cube of granite, is a golden mask with a demonic countenance. It has a pronounced snout and seems designed to fit lizardmen.*

This room is sealed off from area 2-31G and its walls and contents are still intact. The mask is valued at 500 gp.

Area 2-31J — The Secret Sacrificial Shaft of the Lizard Priests: *The frescoes in this room are intact, and show images of lizardmen, some monstrosity akin to a dragon, and a giant winged lizardman devouring handfuls of humans, lizardmen, and giant reptiles.*

Along the south wall, there is a 5' square shaft for the sacrifice of living victims. The shaft is 45' long but it opens up above the floor of Level 3 with an additional 200' drop. A fall from this height is assuredly fatal (25d6). Sacrifices land at area 3-15, where their remains are devoured by the golden lizard.

Chapter Seven

DUNGEON LEVEL 2A

There are multiple entrances to this level. These include:

- A mud-filled sinkhole (not shown on Map 1) near area E descends to area 2A-10
- A subterranean waterfall in area 2-1 drops down into area 2A-1
- A cave passage from area 2-4 descends to area 2A-3
- A waterfall behind the wall of area 2-5 descends to area 2A-5

WANDERING MONSTERS

DUNGEON LEVEL 2A

d10	Result
1	Lizardmen Patrol A (see Appendix A - New Monsters)
2	Lizardmen Patrol B (see Appendix A - New Monsters)
3	Holleran
4	Giant Alligator Snapping Turtle (area 2A-1 through area 2A-8)
5	1d4 Stirges
6	Young Lizardmen on their rite of passage
7	1d4 Elite Lizardmen Mercenaries
8	Holleran and 3d4 Elite Lizardmen Mercenaries
9	1d4 Stirges
10	Random encounter from Dungeon Level 2

Note: No random encounters take place in area 2A-15.

LIZARDMAN

Lizardman mercenary, elite (1d4 or 3d4): Init +1; Atk bite +6 melee (1d4+2 plus roll), mace +5 melee (1d6+2), or crossbow +5 missile fire(1d6; 20 bolts); Crit 21-24 M/d8 or III/d8 (if wielding a weapon); AC 18; HD 3d8+3 (hp 25 each); MV 30', swim 30'; Act 1d24; SP roll (see Appendix A - New Monsters), coordinated fire, coordinated strike, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +1, Will +1; AL N.

Coordinated fire: Because of hundreds of hours of drilling in close quarters, elite lizardmen mercenaries may fire into melee without penalty or fear of hitting their comrades.

Coordinated strike: Instead of attacking a target individually, up to three elite lizardmen mercenaries may use their action to distract and harass a target in melee with one of their companions. For each elite lizardman mercenary taking such an action, the attacking elite lizardman mercenary increases their critical hit threat range by 1 (maximum increase of 3).

GIANT ALLIGATOR SNAPPING TURTLE

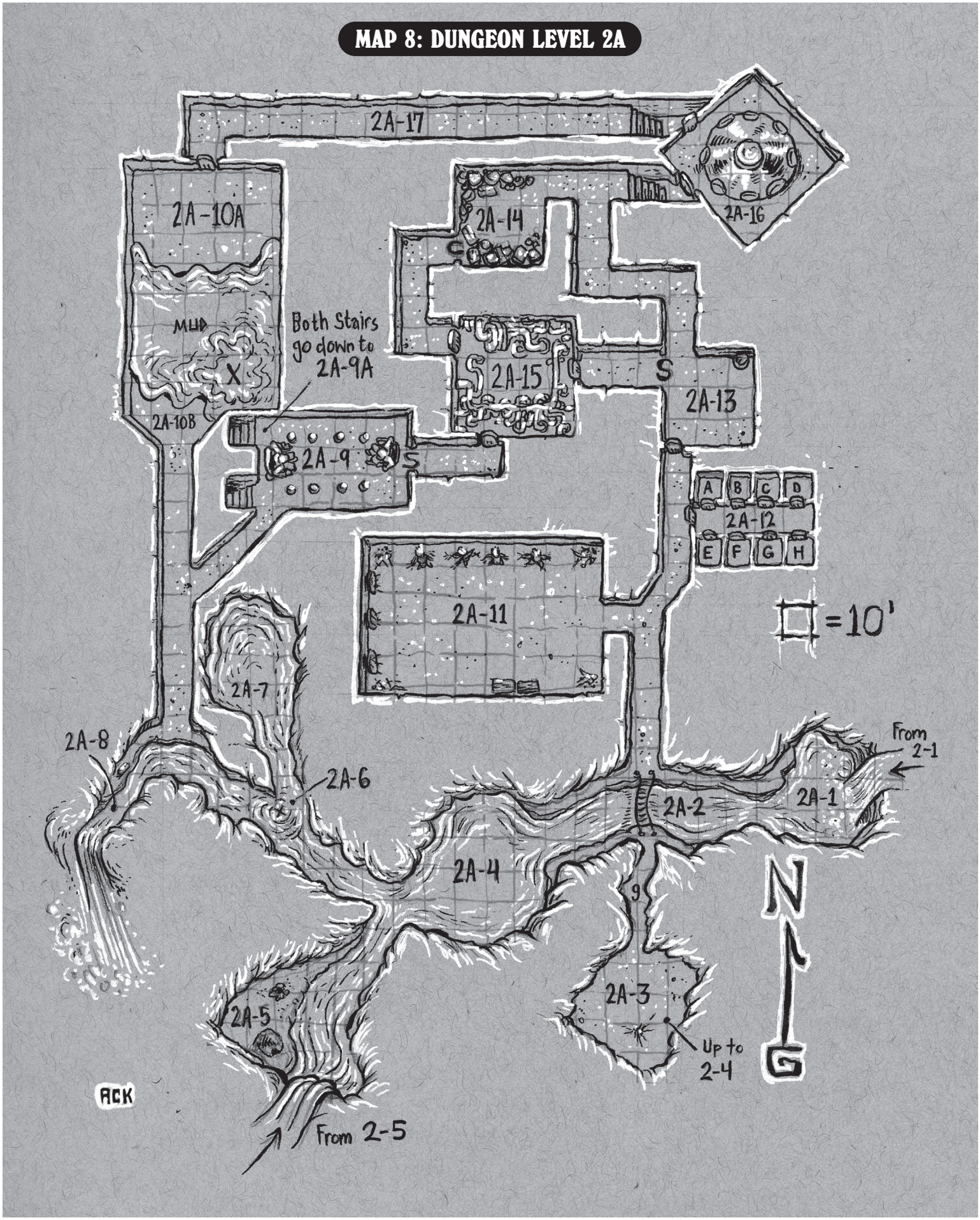
Giant alligator snapping turtle: Init -2; Atk bite +5 melee (1d8+4); Crit M/d10; AC 22; HD 4d8 (hp 32); MV 20', swim 40'; Act 1d20; SP camouflage (+10 to hide checks in swamp or water terrain), tenacious bite; SV Fort +5, Ref -3, Will +1; AL N.

Tenacious bite: Once the snapping turtle has successfully bitten a target, its jaw clamps down, continuing to do damage each subsequent round without the need for another attack roll. It requires a DC 15 Strength check to tear free of the bite, and the victim suffers half damage (1d4+2) while doing so. Nothing else, short of slaying the turtle, forces it to loosen its grip.

HOLLERAN

Holleran (elite lizardman mercenary commander): Init +2; Atk bite +6 melee (1d4+3 plus roll), trident +7 melee (1d8+3), or crossbow +5 missile weapon (1d6; 20 bolts);

MAP 8: DUNGEON LEVEL 2A



Crit 21-24 M/d10 or III/d10 (if wielding a weapon); AC 20; HD 5d8+5 (hp 45); MV 30', swim 30'; Act 1d24; SP roll (see Appendix A - New Monsters), coordinated fire, coordinated strike, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +3, Will +3; AL N.

Coordinated fire: Because of hundreds of hours of drilling in close quarters, elite lizardmen mercenaries may fire into melee without penalty or fear of hitting their comrades.

Coordinated strike: Instead of attacking a target individually, up to three elite lizardmen mercenaries may use their action to distract and harass a target in melee with one of their companions. For each elite lizardman mercenary taking such an action, the attacking elite lizardman mercenary increases their critical hit threat range by 1 (maximum increase of 3).

STIRGE

Stirge (1d4): Init +6; Atk bite +0 melee (1d3+1 plus blood drain); Crit M/d4; AC 10; HD 1d5+1 (hp 4 each); MV 30', fly 60'; Act 1d20; SP blood drain (1 Stamina, DC 7 Fort save negates); SV Fort +2, Ref +6, Will +0; AL C.

KEY TO DUNGEON LEVEL 2A

Area 2A-1 — A Lightless Pool: *The roar of a waterfall echoes within this stone chamber, cold spray filling the air with mist. The dark waters flow westward from this chamber.*

A small ledge runs along the northern wall of this cave. Slick with spray, moving at greater than 5' per round requires a DC 10 Agility check to avoid slipping and falling into the river. Engaging in melee increases the DC to 12, while moving at 20' or more per round increases the DC to 15.

The river is 10' deep and has a current of 50' per round. Under the surface of the water are jagged rocks and boulders. If unsecured PCs do fall in, they are swept downstream towards 2A-4. The trip downstream inflicts ld4 damage (a successful DC 10 Fortitude save reduces the damage by half).

A colony of stirges has made their home here, hanging in the dark upper recesses of the cave. They attack any warm-blooded creatures within the cave.

AQUATIC ADVENTURING

Swimming: PCs must make a DC 5 Strength check each round to stay afloat. This is modified by armor. A PC can choose to sink but risks drowning.

Drowning: A submerged PC without an air source can hold their breath for as many rounds as their Stamina score. If they engage in actions while submerged, this duration is halved. Once this time limit expires, the PC begins drowning and must make a DC 10 Fortitude save each round or lose 1 Stamina. The save DC increases by 1 each round after the first. A drowning PC can take no actions and must be rescued by another character. When a PC's Stamina reaches 0, they die. If the PC is rescued, the lost Stamina is restored immediately.

Hypothermia: In addition, PCs swimming or submerged in the cold water must make a DC 10 Fortitude save each round, or lose 1 Stamina. When a PC's Stamina reaches 0, they die. If the PC is rescued, the lost Stamina is restored at a rate of 1 point per minute spent warm and dry.

Movement: The base speed of all swimming or submerged characters is halved. That rate is further modified by armor.

Initiative: Swimming or submerged characters suffer a -2 modifier to initiative checks. Swimming targets gain a +2 bonus to their AC against missile fire attacks originating outside the water. Targets completely underwater add +4 to their AC against attacks from outside the water.

Attacks: Attacks by submerged characters are less effective. Slashing and bludgeoning weapons such as axes, clubs, and two-handed swords inflict half-normal damage. Piercing weapons such as spears, daggers, and short swords do normal damage. Missile fire attacks are impossible underwater.

Spellcasting: Spells may not be cast while submerged. Spells may be attempted while treading water, but the caster suffers a -2 penalty to their spell check when doing so.

Stirge (10): Init +6; Atk bite +0 melee (1d3+1 plus blood drain); Crit M/d4; AC 10; HD 1d5+1 (hp 4 each); MV 30', fly 60'; Act 1d20; SP blood drain (1 Stamina, DC 7 Fort save negates); SV Fort +2, Ref +6, Will +0; AL C.

Area 2A-2 — Rope Bridge: *A crudely formed rope bridge spans the river here, running between a passageway to the north and a dried streambed to the south. Whitewater to the east of the bridge violently throws up spray which has left the ropes dark with damp and rot. The dilapidated rope and plank bridge sags, with the center of the bridge mere feet above the surface of the water.*

The lizardmen, having discovered the dried sinkhole to the south, built this bridge to allow for further exploration and expansion. The poorly maintained bridge is crafted from what planks of wood and lengths of rope that the lizardmen have been able to scavenge. The rope is rotting in several places and two planks have broken and dangle above the water.

The rope bridge is 3' wide and is about 15' long and it is anchored at both ends. Untying one of these ends takes one person 4 rounds, although two working in concert can accomplish the task in 2 rounds. The bridge can also be severed (8 hp). Without extensive repairs, the bridge will not support more than a single human-sized individual at once. Additional weight causes the entire structure to collapse into the water.

Creeping across the bridge requires a successful Luck check. Crossing at a speed greater than 5' per round increases the difficulty of the Luck check by +2 per additional 5' of movement speed. Failure indicates that the bridge has failed, tearing apart and collapsing, entangling the victims as they plunge into the water.

Entangled victims are swept downriver at a rate of 100' per round, suffering 1d3 damage and immediately beginning to drown, losing 1d6 Stamina per round and die when their Stamina reaches 0. Each round a victim is allowed a DC 14 Strength check to snap their bonds, allowing them to attempt to swim to the surface. Heavily armored victims, upon reaching area 2A-4, sink into the depths while lesser encumbered beings continue downriver.

Area 2A-3 — Dry Sinkhole: *The uneven ground here bears witness to centuries of falling water before its source receded and the chamber dried up. Handholds have been hammered into the south wall, allowing the wall to be scaled with relative ease. In the center of the room are the remnants of a small cookfire, not more than a few hours old and the bones of fish and small game litter the floor.*

Climbing the 50' wall at half movement requires a successful DC 7 Agility check per round (while greater speed

increases the difficulty to DC 10), failure results in a fall and inflicts 1d6 damage per 10′ fallen. The handholds lead to area 2-4 on Level 2.

Four lizardmen are stationed here, their task being to stand watch over the bridge to the north (see area 2A-2), to prevent incursion by the inhabitants of this level into their territory above. Three lizardmen rest in this room, while the fourth stands guard at point "**g**". If attacked from the north, one of the lizardmen seeks to escape up the wall to summon reinforcements, with 2d5 lizardmen arriving in 1d3+3 rounds.

Lizardman (4): Init -2; Atk bite +3 melee (1d4 plus roll), club +2 melee (1d4), or dart +2 missile fire (1d4; 4 darts); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8 each); MV 30′, swim 30′; Act 1d20; SP roll (see Appendix A - New Monsters), move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Area 2A-4 — Endless depths: *This natural cavern forms a nearly perfect circle, roughly forty feet across. A raft is beached upon a small ledge at the northeastern edge of the cavern. The river is silent here, save for rushing echoes of waterfalls from both the east and west.*

The waters here are, quite literally, impossibly deep. Having been divinely connected to the elemental plane of water by priests of the Deep Sea King, those who sink into the waters here may sink forever without ever reaching bottom.

Area 2A-5 — Hermitage: *Water flows down from above, creating a pool which flows northeast to join the main river. Rising above the waterline to the west is a shoreline of stone, upon which is a crude, mud-daub structure. The entryway to the hut is shielded by a hanging curtain of dried water plants. A small stone-circled firepit is nearby.*

Water trickles down here from area 2-5. Only by breaking through the wall can the PCs discover this route without the use of magic.

The interior of the hut is quite simple, with a pile of moldering straw to serve as a bed. There is no further ornamentation. Buried within the straw is a pouch containing 100 ancient Thracian coins worth 300 gp and a small statue depicting a creature with the lower body of a lobster and the torso, arms and head of a man (the Deep Sea King, Triton – see area 2A-9E).

There is a 50% chance that the Holleran is present when the PCs arrive. If communication is established (Holleran first pretends to only speak local languages until certain that the PCs have something worth discussing) and he is well convinced, he may even accompany the party on their journey. Holleran tells the PCs that, when Thracia fell, he was the last of the priests to escape from area 2A-9. Having lost his way, he was unable to make his way to the surface. Trapped, he was soon captured by the lizardmen and was subjected to a number of ancient rites – transforming him into a massive lizardman, untouchable by the passage of time. Towering over the other lizardmen, they had hoped he would lead them against the outside world. To their disappointment, he chose not to. Holleran retreated until he found this isolated cave, which has become his home.

This is false. Holleran is the leader of a group of elite lizardmen mercenaries who are quartered in area 2A-12 and is immediately suspicious of newcomers, although certainly not hostile. He seeks to gain all of the knowledge he can from the PCs before determining if they pose a threat or not. Holleran zealously defends himself and his home if attacked but, otherwise, is quite gracious to any visitors. Over the years he has become very familiar with the area, and he can guide the PCs to any point on Levels 2 or 2A (although he will not reveal the existence of area 2A-15 unless completely necessary).

Holleran (elite lizardman mercenary commander): Init +2; Atk bite +6 melee (1d4+3 plus roll), trident +7 melee (1d8+3), or crossbow +5 missile weapon (1d6; 20 bolts); Crit 21-24 M/d10 or III/d10 (if wielding a weapon); AC 20; HD 5d8+5 (hp 45); MV 30′ or swim 30′; Act 1d24; SP roll (see Appendix A - New Monsters), coordinated fire, coordinated strike, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +3, Will +3; AL N.

Coordinated fire: Because of hundreds of hours of drilling in close quarters, elite lizardmen mercenaries may fire into melee without penalty or fear of hitting their comrades.

Coordinated strike: Instead of attacking a target individually, up to three elite lizardmen mercenaries may use their action to distract and harass a target in melee with one of their companions. For each elite lizardman mercenary taking such an action, the attacking elite lizardman mercenary increases rolling to attack gains a +1 expansion to their critical hit threat range by 1 (maximum increase of 3).

Area 2A-6 — Whirlpool: *The waters here churn and froth, and a small whirlpool is near the northern wall of the river. The waters have cut their way through the stone over the eons, leaving no shore or bank on which to land. As the water surges westward, the roar of a waterfall grows ever louder.*

The whirlpool, marked with an "**x**" on the map, subsumes anything coming within 5′, drawing it under the water and pulling it to the deep water cave in area 2A-7. Once caught by the whirlpool, mundane attempts to escape (such as swimming, or paddling a raft) are useless and victims are pulled under within 3 rounds. PCs may attempt to secure a piton into the passage wall, requiring a DC 10 Strength check to succeed, or other similar means. Those avoiding the whirlpool are swept along with the current towards area 2A-8.

Area 2A-7 — Deep Water Cave: *Dim violet light descends from somewhere above, the ceiling of this wholly submerged cavern not being visibly in the gloom.*

Without another source of light, this is all the PCs are able to make out, the light from area 1-41B being too faint to make out anything in the way of detail. If the PCs have another source of light, such as the glow of a magical weapon, continue:

A large, water-filled passage enters from the south, a slow current carrying debris and detritus into the room. The bottom of the cave is covered with weeds growing from rich black muck, likely the remains of all the organic materials carried into the cave over the centuries. Scattered about the lakebed are the rusting remnants of ancient weapons.

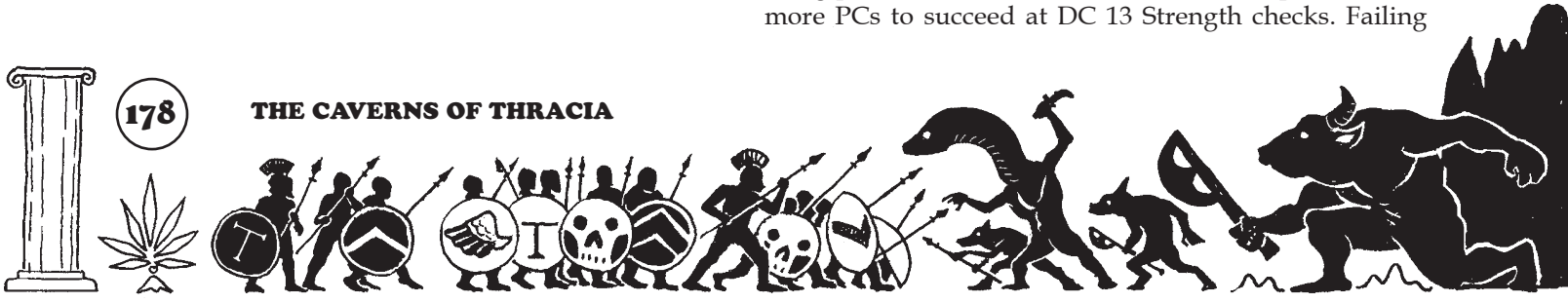
Lying still, amidst the muck, is a giant alligator snapping turtle. It observes the PCs, if possible, allowing them to get closer prior to striking with surprise.

Giant alligator snapping turtle: Init -2; Atk bite +5 melee (1d8+4); Crit M/d10; AC 22; HD 4d8 (hp 32); MV 20′, swim 40′; Act 1d20; SP camouflage (+10 to hide checks in swamp or water terrain), tenacious bite; SV Fort +5, Ref -3, Will +1; AL N.

Tenacious bite: Once the snapping turtle has successfully bitten a target, its jaw clamps down, continuing to do damage each subsequent round without the need for another attack roll. It requires a DC 15 Strength check to tear free of the bite, and the victim suffers half damage (1d4+2) while doing so. Nothing else, short of slaying the turtle, forces it to loosen its grip.

Area 2A-8 — End of the Line: *The walls of this cave are twisted and gnarled, seeming to writhe in the dim light. The waters here are dark and treacherous, carving through the rocks before plummeting in a roaring waterfall. The mist hangs like a shroud, obscuring the shadows that lurk within. A battered raft rests on the north shore, where the cave opens into a hallway of worked stone.*

The river here rushes towards the waterfall, and avoiding being pulled downstream while on a raft requires two or more PCs to succeed at DC 13 Strength checks. Failing



twice results in the raft being pulled over the falls (causing 10d6 damage to occupants from the fall). The falls plummet 100′ into a shallow, rocky pool which flows into the ground below. This, in turn, feeds the network of pipes on Level 4. Surviving PCs may attempt to climb back up to the cave above, requiring a DC 13 *climb sheer surfaces* check, or untrained Agility check, due to the pervading dampness.

Area 2A-9 — The Lost Temple of Thracia: *Twin statues sit on either side of this pillar-lined room, their unblinking gaze forever staring at one another. They depict a titan, seated on a throne of coral, leaning forward as if about to rise to his feet. The walls here are painted with images of the seafloor, tendrils of seaweed rising up and curling above. The ceiling captures the essence of deep waters, with only a slight glimmer of light coming from above…however, the light is more than a mere painter's folly; true light filters from above. On either side of the western statue stairs descend into blackness.*

This was the last of the temples to be evacuated during the fall of Thracia during the barbarian invasion. While there were other gods held to be greater than the sea-god Poseidon, it was still to him that prayers were uttered for the strengthening of sea-going trade and the protection of Thracian vessels. Despite the fall, the temple has not been wholly abandoned…

This room has multiple traps to prevent the desecration of the temple complex below (area 2A-9A-K).

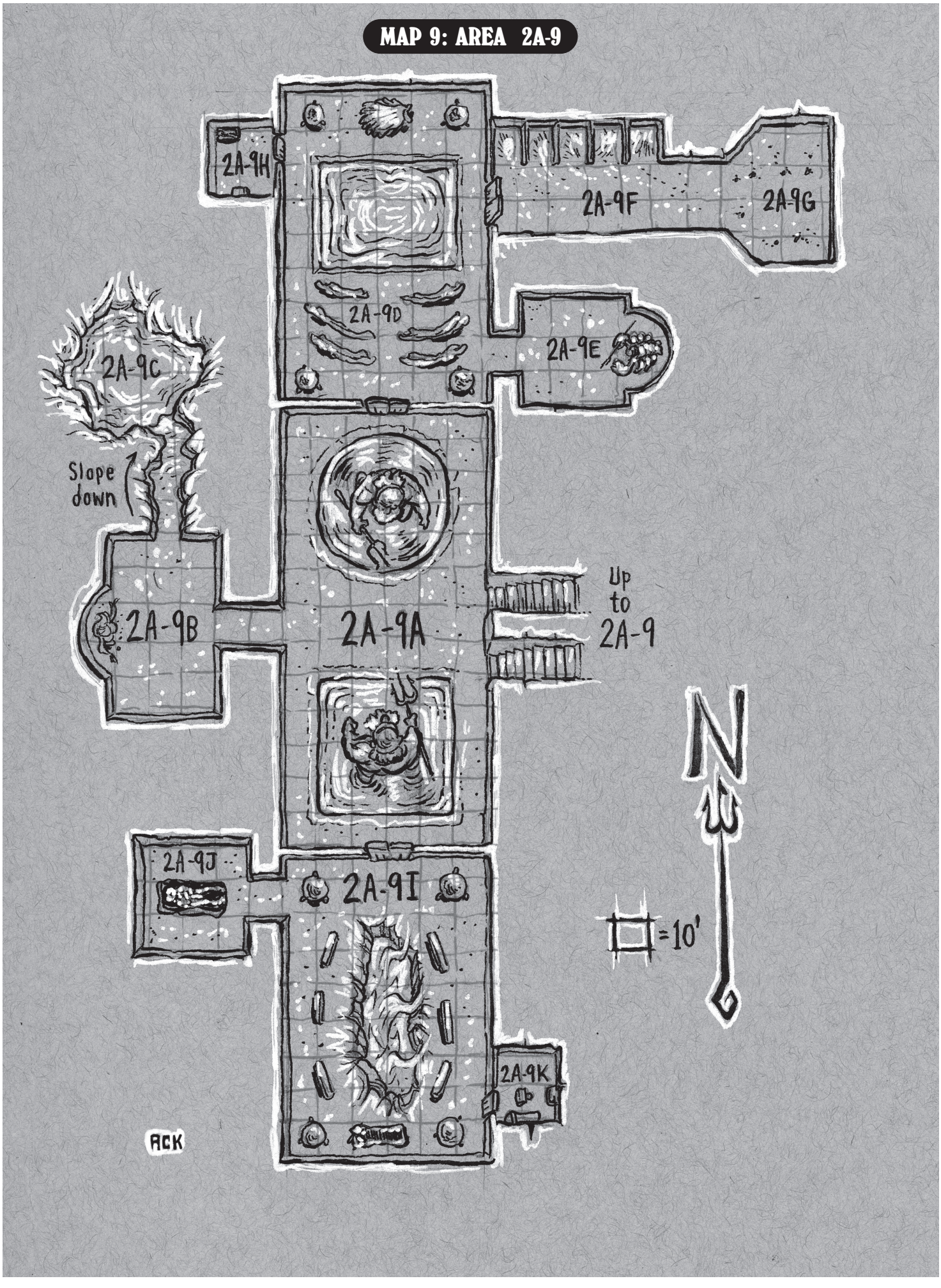
There is a small, 4′ tall, secret door concealed behind the eastern statue, which leads to an equally short hallway. It requires a DC 13 Intelligence check to locate among the seafloor painting on the eastern wall, along with a real seashell that depresses into the wall. This trigger is found with the same search that discovers the secret door, although a successful DC 20 *find trap* check reveals it to be a trigger for a trap, not the secret door. If pressed, the statue slams backwards against the wall, crushing those behind it for 4d6 damage (DC 15 Reflex save for half damage). Deactivating the trap by use of the shell is not possible. The sole purpose of the shell is to trigger the statue.

A successful DC 17 Intelligence check while searching for a secret door also reveals a piece of red glass, set into the wall. Reflecting the blue light from above turns the glass black, causing the secret door to open. Shining normal light upon the glass has no effect, and if the room is brightly lit, the trigger will not function. PCs who succeed in a DC 13 Intelligence skill check are able to deduce that the mechanism's functioning has something to do with color.

The statue to the west guards the stairs going down, although the trap here is far simpler. There is a pressure plate on either side of the statue, at the top of the stairs, both requiring a DC 17 *find trap* check to discover. Stepping on either plate causes the statue's arms to lash out, slamming into anyone standing at the top of the stairs, striking them for 2d7 damage and knocking them down the stairs for an additional 3d6 damage (DC 12 Reflex save prevents being knocked down the stairs). Disarming the pressure plates is simple, requiring only a DC 10 *disable trap* check to accomplish.

Finally, should either of the above traps be triggered, the room's greatest protection activates, with the decorative pillars launching out a cloud of darts, inflicting 1d30 damage to everyone else in the room (DC 15 Reflex save for half damage). PCs trapped behind the eastern statue or knocked down the stairs by the western statue are safe from this trap. Detecting this trap is very difficult and requires specifically searching the pillars. A DC 30 *find trap* check reveals its presence, although the only way to "disarm" the trap is to either not trigger the other traps or to somehow encapsulate the pillars (with *force manipulation* or similar).

MAP 9: AREA 2A-9



Area 2A-9A — The Cella of the Sea-God: *Two towering, near-identical statues dominate this room. The dually depicted figure is of a well-muscled, bearded figure with long hair held back by a headband, and holding a trident. To the north, a thirty-foot-tall bronze statue, covered in verdigris, rises from a glowing body of water. The visible portion of the statue depicts the subject from the waist up, holding his trident with its tines pointed towards the ceiling, twenty feet above. To the south, the statue has been chiseled from a massive block of marble. Standing twenty feet in height, the stone colossus holds his trident, its points driven into the stone base. The statue gives off a faint, orangish glow.*

The pool to the north is 10′ deep, with the bronze figure is formed of wavelike shapes rather than depicting the god with feet planted upon the bottom. The statue to the south is warm to the touch. Clerics immediately recognize both the significance of this chamber and its depiction of its god, as well as the unusual nature of the two varying forms of divinity.

Area 2A-9B — Shrine of the Sea-Queen: *The air here is cool, and moisture beads off the carved marble walls. Positioned within an alcove in the west wall is a statue of a woman of unearthly beauty, clad in flowing garments. Around her feet are offerings of shells, flowers, and pearls. The flowers appear fresh and show no sign of wilting.*

This shrine is maintained by Diopatre, who cares for the shrine and is ready to protect it against interlopers (see area 2A-9C). Among the offerings are five pearls each worth 150 gp. PCs succeeding with a DC 12 Intelligence skill check related to sailing or the sea, recognize the shells are very unusual and rare. Collectively, the shells bring 300 gp from the right buyer.

Area 2A-9C — Cave of the Sea Nymphs: *A naturally formed passage leads to this subterranean cave. The air here is humid and carries the salt-tang of sea-water. The floor near the entrance is covered with gently lapping waves and, after ten feet, visibly slopes downwards into the dark water.*

This chamber is home to Diopatre, the naiad who oversees the maintenance of the shrine to Amphitrite (area 2A-9B) and she is particularly in tune with the goings on there. Should an offering have been left in the shrine, the nymph rises from the waters, blessing the pious PC by taking them into an embrace and granting them a +1 to AC for 1d3 hours. Should anyone dare desecrate the shrine, the naiad calls forth to her sisters before attempting to kill the offending party.

Diopatre (naiad): Init +0; Atk claws +2 melee (1d5) or spell; Crit M/d8); AC 16; HD 3d8 (hp 13); MV 30′, swim 100′; Act 1d20; SP enchanting song, immunity to poison, *charm*, magical *sleep* and *paralysis*, magic resistance (all spells cast against a naiad are subject to 25% chance of failure before saves are rolled; +4 bonus on saves to resist), summon naiad (1/day), iron vulnerability, spell manifestations (spells marked with *), spellcasting (+7 spell check): Spells (1st) *animal summoning*, magic missile*, magic shield**; (2nd) *curse*; SV Fort +3, Ref +2, Will +5; AL C.

Enchanting song: As an action, the naiad sings a beguiling melody requiring a successful DC 14 Willpower save to resist. Those who fail are utterly under the sea nymph's sway so long as they continue singing. Once singing has begun, the naiad may take other actions as normal, so long they are able to also continue singing. The music may be disrupted by injury (the naiad must make a successful Willpower save with a DC equal to the suffered damage), *silence*, and other such means. Those who succeed in making their saving throw must make an additional save each round that the naiad continues to sing.

Iron vulnerability: As fey creatures, naiads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Spell manifestations: In keeping with their aquatic nature, the spells of a naiad behave accordingly. Summoned animals are always aquatic creatures, *magic missile* fires bolts of water, and *magic shield* takes the form of a scintillating field of water.

Summon naiad (1/day): In times of need, naiads are capable of telepathically calling out to their sisters, and are capable of summoning 1d5-1 naiads (same as stat block for Dioptre), arriving in 1d5+1 rounds.

Area 2A-9D — Temple of the Sea King: *This immense temple chamber is suffused with blue light rising from four water-filled braziers, as well as a large pool in the northern half of the room. Peeling murals of aquatic life cover the column-lined walls, giving the chamber a truly aquatic atmosphere. Benches carved from coral extend from the entrance towards the pool, behind which stands an altar made from the shell of some Brobdingnagian bivalve.*

If closely examined, the seam where the shell joins is easily discovered, although it requires a DC 20 Strength check to pry open. It is large enough, however, for multiple PCs to work in concert, with the PC with the highest Strength making the Strength check and adding the Strength modifiers of all assisting PCs to the subsequent roll. Inside the altar are the temple's treasures: 10,000 cp, 2,000 sp, 50 gold ingots (worth 100 gp each), a collection of assorted pearls ranging in size from seed pearls to a dwarf's fist (total value 3,000 gp), as well as a perfectly preserved altar cloth spun of golden thread worth 600 gp.

Guarding the treasure is a powerful water elemental, bound to service, and dwelling within the sacrificial pool. It observes the PCs from within the pool, only emerging should anyone open the altar.

Elemental, water: Init +6; Atk slam +10 melee (2d6); Crit M/d24; AC 16; HD 16d8 (hp 100); MV 40', swim 80'; Act 4d20; SP engulf and drown, immune to water-based attacks, vulnerable to fire and heat (double damage), elemental traits; SV Fort +8, Ref +8, Will +8; AL N.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

Engulf and drown: As an action, a water elemental attempts to move over its opponents, engulfing them within its space. It can still slam engulfed targets as it buffets them within its waves, and when a target is engulfed, it may begin to drown. An engulfed target attacks at -4 and must make an opposed Strength check (vs. +4) to push its way out. For each round it starts engulfed, the target must succeed in a DC 16 Stamina check. When the first check fails, the target is drowning. Once drowning, the creature loses 1d6 Stamina per round at the end each of its initiative counts.

Area 2A-9E — Shrine of the Deep Sea King: *A short hallway is all that divides this shrine from the main temple beyond. A statue rests in a deep alcove in the east wall. The monstrous figure has the lower body of a lobster and the torso, arms and head of a man extending from where the crustacean's head would normally be. While most of the statue is covered in a greenish-blue patina, its "flesh" is covered in a pattern of tiny scales akin to sharkskin and its shoulders are blanketed with a thick coating of startlingly white barnacles. In its hands is a trident, held as if ready for use in battle and a large conch horn hangs freely at its side. At the base of the statue are the dried remains of fish and seaweed, with a single blue pearl sitting in the heart of the offerings. It appears that no offering has been made here in centuries.*

The blue pearl is enchanted and taking hold of it casts *invoke patron (Triton)* once per week. As it has been centuries since this pearl was last used, Triton transforms the statue into flesh and blood to question whomever should have called on him. Should the god realize that those who have invoked him did so by accident while in the process of robbing his shrine, the god uses his borrowed form and immediately attacks seeking to regain possession of the pearl. Should Triton gain possession of the pearl, he crushes it to dust, preventing further spiritual disruptions by non-believers.

PCs willing to enter the service of Triton may gain him as a patron, after the proper sacrifices are made and rites performed via the casting of *patron bond.* PCs offering their fealty to Triton in person gain a +1d bonus to their *patron bond* spell check.

Avatar of Triton: Init +4; Atk +2 *trident* +10 melee (1d6+6), claw +10 melee (1d8+4), tail slap +12 melee (1d14), or spell; Crit 19-20 M/d30 or V/d30 (if wielding a weapon); AC 22; HD 10d12 (hp 110); MV 40', swim 60'; Act 3d20; SP *Triton's horn*, spellcasting (+15 spell check): Spells (1st) *blessing, darkness, paralysis, second sight, water breathing, word of command*; (2nd) *curse, lotus stare, rapture of the deep (patron spell: Triton,* see Appendix B - New Equipment, Magic Items, Curses, and Spells); (3rd) *bolt from the blue, challenge deep (patron spell: Triton,* see Appendix B - New Equipment, Magic Items, Curses, and Spells); SV Fort +8, Ref +10, Will +8; AL N.

Triton's horn: Formed from a singularly long conch shell, this magical horn booms with a resounding call (1/turn) which inspires fear in all who hear it (DC 18 Willpower save or flee in terror for 1d3 hours). Once per week, the horn may also be blown to calm stormy seas or to raise a damaging storm.

Area 2A-9F — Sacrificial Stable: *Five open stalls line the north wall of this small, seemingly out of place, stable. The stone floor is marred, marked by the passing of countless hooved feet. The air holds only a ghost of equestrian odors, and everything is covered with a thick coat of dust. Within the stalls are remnants of desiccated manure and rotted hay.*

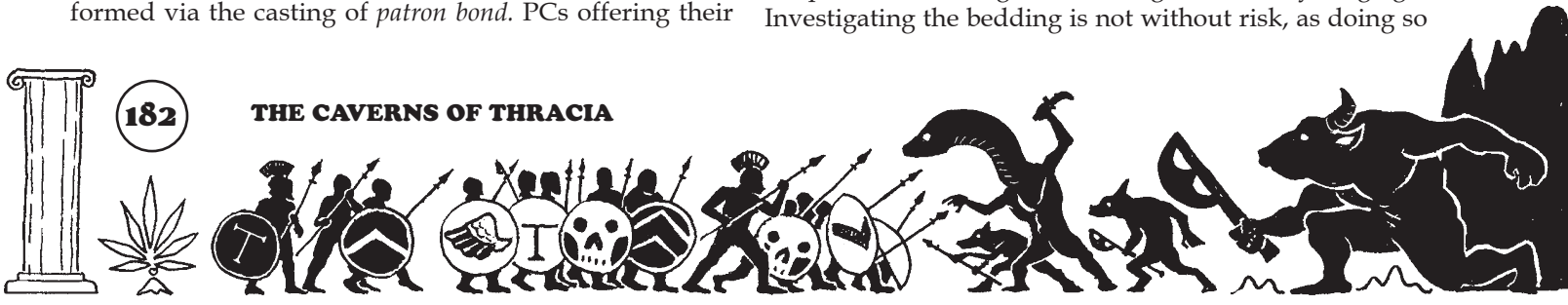
Once used to hold sacrificial horses, the stable now sits empty.

Area 2A-9G — Teleporter: *This room is utterly empty, save for a few dried pieces of manure. The stone floors have been scuffed and marred by the passage of countless hooved feet.*

This chamber was once used for receiving sacrificial horses and is linked to a similar chamber within a Temple of Poseidon located in a distant realm. It has been centuries since its last use and doing so from this side requires a token formerly carried by the priest of the Sea-King found in area 2A-9H. At the judge's discretion, entering the room while in possession of the token may activate the portal, thereby allowing PCs to travel far from Thracia.

Area 2A-9H — Priest's Chamber: *This spartanly furnished room still retains some of its former opulence. A scent of wood decay hangs in the air, one of dampness and old rot. A mattress packed with moldering straw lies partly on the floor, the bed no longer being able to support it. A desk and rickety looking chair are in the middle of the room and a large wardrobe rests centered to the south.*

Within the spore-laden straw of the mattress are 130 gp, the pouch containing them having rotted away long ago. Investigating the bedding is not without risk, as doing so



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fills the immediate 10′ vicinity with dangerous spores (1d3 Stamina, DC 15 Fortitude save negates).

The wardrobe to the south holds the rotting remnants of the priest's robes, as well as an iron box which is unintentionally concealed, buried beneath a pile of rotting garments. The box is locked and trapped with a poisoned needle (death, DC 14 Fortitude save reduces to 1d3 permanent Stamina loss), requiring a DC 17 *find trap* check to identify the trap but only a DC 12 *disable trap* check to disarm. Due to its rusty state, opening the chest requires either a DC 20 *pick lock* check, or smashing it open (AC 15, 20 hp). Inside the iron box is a pouch holding six pearls (each worth 75 gp), a ritual knife inset with abalone, and cloth headband with a strange looking coin stitched into place (the priest's headband, inset with the token required to activate the teleporter in area 2A-9G).

The desk and chair hold nothing of note.

Area 2A-9I — Temple of the Earthshaker: *The air here is lit with a reddish-orange glow, giving it the appearance of a volcanic underworld. The illumination is provided by four braziers, styled as volcanic vents, as well as a gaping chasm in the floor, through which sulphuric fumes rise. The walls here are hewn from the surrounding stone and stone benches line the east and west sides of the sacrificial pit. On the south end of the temple rests a massive altar, carved from a single block of black marble.*

The eastern door is made of stone and is locked, requiring a successful DC 18 *pick lock* check to open, although doing so awakens its guardian. Within the fiery depths of the sacrificial pit is bound a magma elemental, a potent form of earth elemental. Guardian of the temple's former priest, it rises and attacks should anyone attempt to enter the priest's chamber (area 2A-9K) and is joined in such an effort by the skeletal cyclops in area 2A-9J below.

Elemental, earth (magma): Init +4; Atk burning slam +12 melee (4d6+2); Crit M/d24; AC 20; HD 16d8 (hp 110); MV 30′, dig 30′; Act 4d20; SP elemental traits, inferno; SV Fort +10, Ref +4, Will +8; AL N.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

Inferno: Living creatures coming within 20′ of the magma elemental, automatically suffer 1d3 damage per round. Additionally, unprotected items made of paper and wood (including maps, scrolls, and arrows) are incinerated when coming within 5′ of the elemental.

Area 2A-9J — Tomb of the Cyclops: *Here are the skeletal remains of a massive cyclopean being. Once standing fourteen feet tall, it now is laid out at rest upon a platform of black marble. Its arms are at its side, skeletal fingers still clutching a massive club. An eye carved of quartz rests in the dead socket of the cyclops.*

Here lies one of the children of Poseidon, the flesh of its great form having long ago decayed to dust. Should the priest's chamber be disturbed, it animates, rising to aid the temple's guardian magma elemental in destroying any interlopers.

Skeletal cyclops: Init +0; Atk huge club +8 melee (1d8+4); Crit 22-24 G/d4; AC 16; HD 6d8+5 (hp 50); MV 40′; Act 2d24; SP un-dead traits, empowered; SV Fort +6, Ref +1, Will +4; AL C.

Empowered: While not the source of all its power, removing or destroying (AC 16, 20 hp) the eye of the skeletal cyclops weakens the creature. The loss of the eye reduces its actions to 1d20 and its critical range to 19-20.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 2A-9K — Priest's Chamber: *The furnishings of this room are sparse and utilitarian, each being chiseled from stone. A stone table and stool sit in the center of the room. A granite sleeping pallet, with a hollowed-out indentation holding a decaying form, sits against the eastern wall, while a heavy-set square wardrobe dominates the south wall.*

This is the final resting place of the last of the priests of Poseidon. Having ordered his guardian that he not be disturbed, the priest retired to his chamber before succumbing to death. His final order still intact, the magma elemental (area 2A-9I) attacks any who attempt entry.

Upon the desk is a quill and pot of dried ink, a prayer missal, and a stack of handwritten notes. Both the book and the notes are written in Ancient Thracian. A cleric of Poseidon who employs the missal while casting gains a +1d bonus to spells requiring 1 turn or longer to cast. The handwritten papers, if deciphered, are an account of the final priest, who refused to leave after the fall of Thracia and detail his dwindling supplies. The final page is a map, showing Level 2A and denoting all of its entry/exit points (see Player Handout #9).

The wardrobe holds the tattered remnants of the priest's raiment, including his headband inset with a piece of black marble. Leaning against the inner wall of the wardrobe is a magical trident, *Earthshaker*, the last of the temple's treasures (see Appendix B - New Equipment, Magic Items, Curses, and Spells).

Area 2A-10A — Mudroom North: *The south side of this room is blocked with a wall of thick, burbling mud in varying degrees of solidity. The air here is fouled by the stench from the mud, presumably from the swamps above, and the area looks wholly impassable. Protruding from the base of the mud wall are a pair of reptilian skeletal forms, their flesh long since having rotted away.*

Stuck in the mud are the remains of a pair of lizardmen who failed their rite of passage, having panicked and swum in the wrong direction. Now, they are un-dead, their soulless remains stirring to wakefulness as the room is entered and sliding free of the mud with an audible "plop". Their lower bodies, having been preserved in the mud, are still covered in decaying flesh, while from their mid-torsos up are skeletal.

Soulless (2): Init -2; Atk bite +6 melee (2d4) or claw +6 melee (1d3 plus curse); Crit U/d10; AC 14; HD 5d8 (hp 40 each); MV 25'; Act 2d20; SP Curse of Thracian mud (DC 14 Will save negates), half damage from piercing and slashing weapons (successful precision shot Mighty Deed of Arms ignores); SV Fort +6, Ref +1, Will +2 ; AL C.

Curse of Thracian Mud: Victim's mouth, throat, and lungs fill with thick swamp mud causing them to immediately begin to drown. The afflicted must make a DC 10 Fortitude save each round or lose 1 Stamina. Because of the continuing flow of mud, lasting 2d5 rounds, the save DC increases by 2 each round after the first. A drowning PC can take no actions and must be rescued by another character. When a PC's Stamina reaches 0, they die. If the PC is rescued, the lost Stamina is restored immediately.

Area 2A-10B — Mudroom South: *The chamber ahead is overflowing with thick, burbling mud. The stench from the dark muck is near overwhelming, and the area looks wholly impassable.*

Leading from here to the surface near area E is a slide of still-flowing mud. It is a favored form of ingress of the local lizardmen, who slither/swim their way from the surface as part of a tribal rite of passage. The exit of the slide is marked "**x**" on the map, and is relatively easy to find if one knows what they are looking for. Holleran (area 2A-5) is familiar with this area and knows its secrets. It requires only 4 rounds to descend from above, although it takes 10 rounds of swimming to reach the surface due to having to work against the mud flow.

Area 2A-11 — Training Grounds: *Whatever purpose this room may once have served, it has long since been converted into a combat training ground. Straw-filled dummies and crude archery targets dot the room. There are no orderly weapon racks here though, merely a varied assortment of melee and missile fire weapons piled about in the corners.*

This is the training grounds of a group of elite lizardmen mercenaries. If he has not yet been encountered, there is a 10% chance that Holleran is present (see area 2A-5) and there are always 2d4 elite lizardman mercenaries here, taking part in drills and honing their skills. They are not immediately hostile to anyone entering the room and, unless given cause to think otherwise, believe that the PCs are a new group to train with.

Lizardman mercenary, elite (2d12): Init +1; Atk bite +6 melee (1d4+2), mace +5 melee (1d6+2), or crossbow +5 missile fire(1d6; 20 bolts); Crit 21-24 M/d8 or III/d8 (if wielding a weapon); AC 18; HD 3d8+3 (hp 25 each); MV 30', swim 30'; Act 1d24; SP coordinated fire, coordinated strike, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +1, Will +1; AL N.

Coordinated fire: Because of hundreds of hours of drilling in close quarters, elite lizardman mercenaries may fire into melee without penalty or fear of hitting their comrades.

Coordinated strike: Instead of attacking a target individually, up to three elite lizardmen mercenaries may use their action to distract and harass a target in melee with one of their companions. For each elite lizardman mercenary taking such an action, the attacking elite lizardman mercenary increases their critical hit threat range by 1 (maximum increase of 3).

Area 2A-12 — Barracks: *This is a slender room, or short hallway, that extends for forty feet. It is lined with wooden doors on either side. The doors are heavily scarred, as if from repeated weapon strikes, although they don't appear to have been damaged in a way reflecting an attempt to breach them so much as simply idle hands.*

This barracks is home to a group of elite lizardmen mercenaries, led by their commander, Holleran. There are 2d12 elite lizardmen mercenaries present in the barrack rooms when initially encountered. The mercenaries do not immediately attack any group that seems well-organized and relatively capable – preferring to save the spilling of their own blood to killing for hire. However, if attacked or grossly disrespected, they do their best to kill any interlopers.

Each individual room holds the scant personal belongings of the mercenaries: shell necklaces, feathered wristbands, and 4d24 gp. In addition, buried in a set of straw bedding in barrack D is a trio of freshwater pearls, each worth 150 gp each.

Lizardman mercenary, elite (2d12): Init +1; Atk bite +6 melee (1d4+2), mace +5 melee (1d6+2), or crossbow +5 missile fire (1d6; 20 bolts); Crit 21-24 M/d8 or III/d8 (if wielding a weapon); AC 18; HD 3d8+3 (hp 25 each); MV 30', swim 30'; Act 1d24; SP coordinated fire, coordinated

strike, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +1, Will +1; AL N.

Coordinated fire: Because of hundreds of hours of drilling in close quarters, elite lizardmen mercenaries may fire into melee without penalty or fear of hitting their comrades.

Coordinated strike: Instead of attacking a target individually, up to three elite lizardmen mercenaries may use their action to distract and harass a target in melee with one of their companions. For each elite lizardman mercenary taking such an action, the attacking elite lizardman mercenary increases their critical hit threat range by 1 (maximum increase of 3).

Area 2A-13 — Guard Post: *Flickering torches light this square room. A table and several squat chairs sit in the center, and a barrel of water stands in one corner with a label hanging along its side, suspended by a leather cord. On the floor are long strips of what may be white fabric.*

Three elite lizardmen mercenaries are stationed here. They believe that they are guarding the route to the barracks but Holleran has secretly placed them here to guard the secret door leading to area 2A-15.

One of the lizardmen is shedding and has been pulling long strips of his skin off and tossing them onto the floor (much to the disgust of his companions). The guards seek to turn away strangers entering from the north, and immediately raise the alarm if refused (summoning 3d4 elite lizardman mercenaries, arriving in 3 rounds).

The secret door is concealed behind the crossbow target rested against the wall and requires a DC 18 Intelligence check to locate. It opens into a 4′ high crawlway which ends in a small hatch that pushes open.

Lizardman mercenary, elite (2): Init +1; Atk bite +6 melee (1d4+2), mace +5 melee (1d6+2), or crossbow +5 missile fire (1d6; 20 bolts); Crit 21-24 M/d8 or III/d8 (if wielding a weapon); AC 18; HD 3d8+3 (hp 25 each); MV 30′, swim 30′; Act 1d24; SP coordinated fire, coordinated strike, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +1, Will +1; AL N.

Lizardman mercenary, elite (shedding): Init +1; Atk bite +6 melee (1d4+2), mace +5 melee (1d6+2), or crossbow +5 missile fire (1d6; 20 bolts); Crit 21-24 M/d8 or III/d8 (if wielding a weapon); AC 15 (due to shedding); HD 3d8+3 (hp 25); MV 30′, swim 30′; Act 1d24; SP coordinated fire, coordinated strike, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +1, Will +1; AL N.

Coordinated fire: Because of hundreds of hours of drilling in close quarters, elite lizardmen mercenaries may fire into melee without penalty or fear of hitting their comrades.

Coordinated strike: Instead of attacking a target individually, up to three elite lizardmen mercenaries may use their action to distract and harass a target in melee with one of their companions. For each elite lizardman mercenary taking such an action, the attacking elite lizardman mercenary increases their critical hit threat range by 1 (maximum increase of 3).

Area 2A-14 — Supply Room: *This room is filled with barrels and crates, all having some portion of their surface coated in dried mud. The air here is filled with the scents of spices, the vinegar crispness of aged wine, and more. Supplies have been laid in here reaching from floor to ceiling.*

Not so much a placement of supplies as plunder, although the elite lizardmen mercenaries here are not above sneaking in to have a bit of a bite. There are enough rations and preserved foods, along with wines, ales, and water, to last the elite lizardmen mercenaries for a year if the need were ever to arise. The stacked supplies also obscure the existence of the concealed door leading to area 2A-15. The door may only be found by moving all provisions away from the wall, requiring 1d3 turns to accomplish. The 4' high hatchway beyond leads to a cramped hallway of similar height.

There is a 50% chance that a single elite lizardman mercenary are present, furtively dining on the room's contents with great relish.

Lizardman mercenary, elite: Init +1; Atk bite +6 melee (1d4+2), mace +5 melee (1d6+2), or crossbow +5 missile fire (1d6; 20 bolts); Crit 21-24 M/d8 or III/d8 (if wielding a weapon); AC 18; HD 3d8+3 (hp 25); MV 30', swim 30'; Act 1d24; SP coordinated fire, coordinated strike, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +1, Will +1; AL N.

Coordinated fire: Because of hundreds of hours of drilling in close quarters, elite lizardmen mercenaries may fire into melee without penalty or fear of hitting their comrades.

Coordinated strike: Instead of attacking a target individually, up to three elite lizardmen mercenaries may use their action to distract and harass a target in melee with one of their companions. For each elite lizardman mercenary taking such an action, the attacking elite lizardman mercenary increases their critical hit threat range by 1 (maximum increase of 3).

Area 2A-15 — Control Room: *Pushing the door open and peering out of the stunted crawlway, the room beyond is filled with a sea of metal pipes which glisten with moisture. The temperature here is noticeably higher, making the hot, humid air feel more like the atmosphere above and outside than anything normally found below ground. Many of the pipes have small handwheels attached to them and there is a central column in the room from which all the pipes emanate.*

The room is choked with scaldingly hot pipes and maneuvering through the chamber safely requires a DC 10 Agility check to avoid coming into contact with a hot surface and suffering 1d3 damage. The water in the pipes here wends its way here from area 4-4 before being sent out through the sub-floor heating system of this level. Turning off all the water in this room shuts down the heating system and the level gradually cools at a rate of 1 °F per hour for 24 hours until the temperature reaches 50 °F.

This chamber is Holleran's secret retreat, one that he views as a perk of his command status. The other residents of the level are unaware of the existence of the chamber, and Holleran hopes to keep it that way so as to not need to share his sanctuary with anyone else. Next to the central column, there is a pile of straw that the elite lizardman mercenary uses to bed down while basking in the tropical climate.

If he has not yet been encountered, there is a 10% chance that Holleran (see area 2A-5) is present.

Area 2A-16 — Lost Escape Tubes: *The stair descends to a massive bronze door, sealed with a handwheel. Through a crystal-plated opening can be seen a large room, which forms a forty-foot cube. At the heart of the room is a polished bronze dome, thirty feet in diameter. Rising from the center is a 10'ten-foot-diameter, water-filled, crystalline pillar. Located around the dome are additional bronze doors.*

Around the dome are eight bronze doors and, climbed through and sealed from the inside, they each lead to a can-like container which can then be released into the rising waters to be carried up to the Level 2, rising up to area 2-11 before floating downstream. If passage is not stopped by the spiderweb at area 2-9, the canister is halted by the bridge at area 2-2. This was designed as a last resort escape route but was never used. The water for these escape tubes is fed in from area 4-23 and also passes through area 3-2 below.

The southwest door to the dome was launched long ago. It is sealed and locked by means of a handwheel on the inside of the door. It may not be opened from the outside by any mundane means. While it is possible that magic could be used to breach the door, it would be immediately disastrous with the water from above instantly reversing course and pouring out to potentially flood this floor. In case of such an emergency, the doors to this room may be sealed from either side; the added pressure of any water inside the room causes them to seal off permanently.

Area 2A-17 — Haunted Hallway: *This hallway stretches before you, extending beyond the reach of your light. From out of the darkness ahead, a momentary breeze stirs, and the gloom ahead of you seems to grow nearer.*

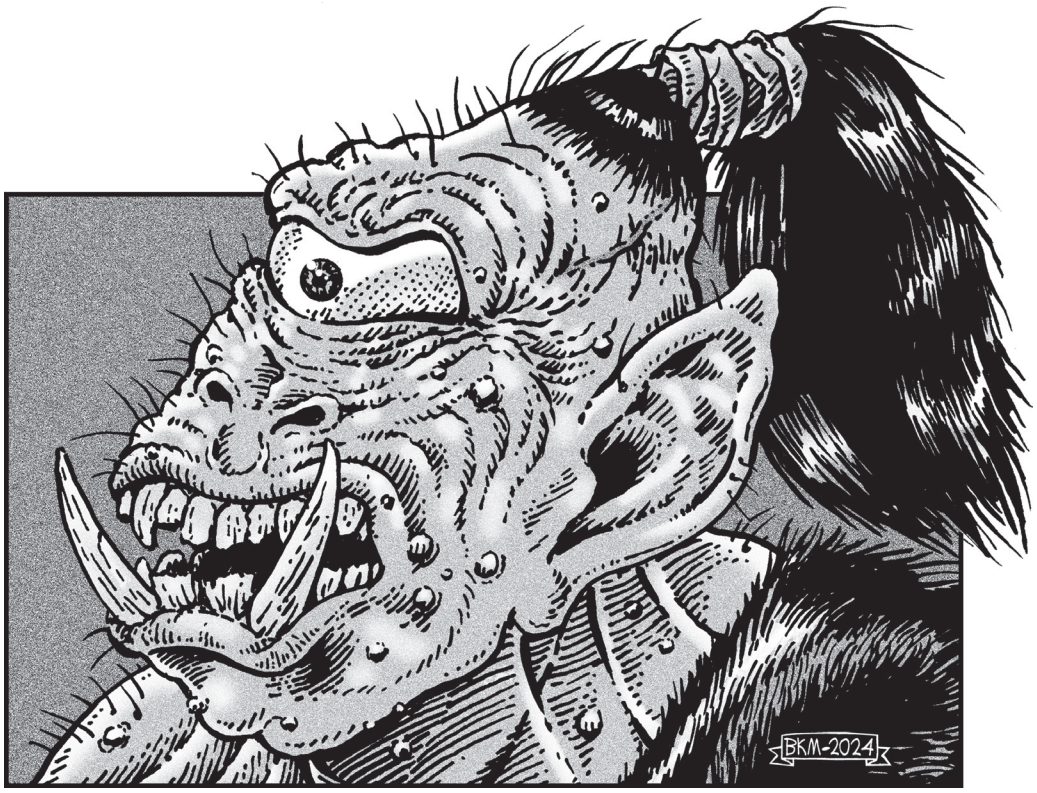
The spectral wind causes torches and lanterns to flicker and gutter, and wholly extinguishes candles. The presence of any living creature in this hallway draws the ire of its inhabitants, four shades, the un-dead spirits of those slain while trying to escape to area 2A-15. The shades wait for their victims to reach the midway point of the hallway before plunging the hall into darkness, rising up through the floor, and attacking from both sides

Shades (4): Init +5 (able to always surprise when in darkness); Atk soul touch +2 melee (special; see below); Crit U/d12; AC 15; HD 8d8 (hp 36 each); MV fly 50'; Act 1d20; SP un-dead traits, *darkness* 50' radius (at will), incorporeal, immune to non-magical weapons; SV Fort +7, Ref +12, Will +10; AL C.

Incorporeal: Shades are incorporeal and can pass through walls and other solid matter. They cannot be harmed by physical weapons unless the weapon is magically enchanted.

Soul touch: The shade's attack ignores all armor and is only impacted by any Agility modifier the victim may have. Upon successfully striking, the shade drains their target of 1 permanent Personality and 1 temporary Stamina (DC 15 Fortitude save negates Stamina loss). For each point of Personality drained, the shade gains 1d8 temporary hit points. A victim reduced to 0 Personality is slain and rises as a shade during the next new moon.

Un-dead traits: Shades are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.



Chapter Eight

DUNGEON LEVEL 3A

There is one entrance to this level from above:

- The shaft from area 2-12 descends into area 3A-1.

WANDERING MONSTER DUNGEON LEVEL 3A

There is one and only one wandering monster on this level. It is an 8′ tall, animated bronze statue, cast in the likeness of the god, Thanatos, appearing as a solid version of the Incarnation of Death.

STATUE OF THANATOS (LIVING STATUE, BRONZE)

Statue of Thanatos (living statue, bronze): Init +6 (surprise); Atk fist +3 melee (1d8+4); Crit M/d10; AC 17; HD 4d8 (hp 32); MV 30′; Act 1d20; SP surprises 50% of time, immune to *charm* and *sleep*, paralysis ray (3/day); SV Fort +4, Ref -2, Will -2; AL N.

Paralysis ray (3/day): As an action, the statue of Thanatos may extend its arm and release a paralysis beam 60′ long x 10′ wide. Creatures struck are paralyzed for 10 rounds (DC 15 Fortitude save negates). Victims are allowed an additional save on each subsequent round of paralysis.

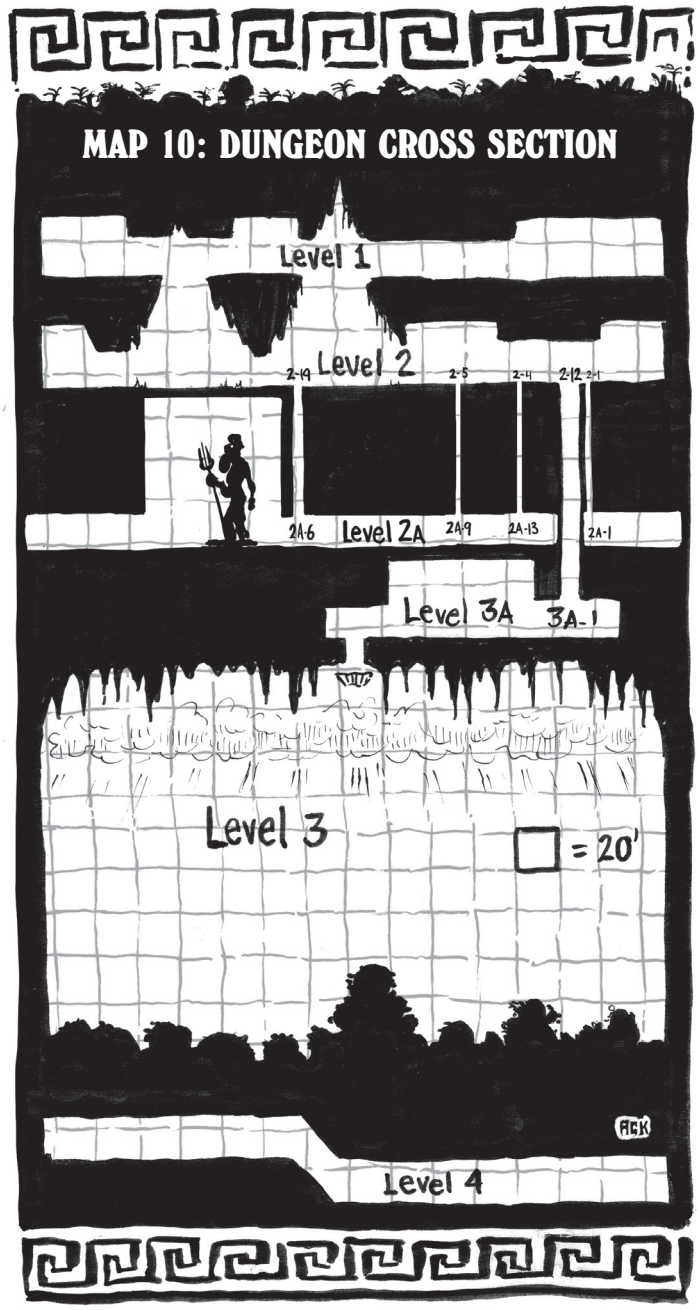
Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

It is worth noting that, while this creature normally has the opportunity to remain still and strike with surprise, the repeated clang of its wandering footfalls negate any such ability.

KEY TO DUNGEON LEVEL 3A

This entire level was once a temple and woship area devoted to the god Thanatos. Because of this, images of Thanatos (see areas 1-9A through 1-13) appear throughout this entire room complex.

Area 3A-1 — Great Audience Hall: *This room appears to have been a meeting hall of some kind. An open shaft rises through the ceiling, twenty feet above, directly above an ancient fire pit. The floor is blackened and there is evidence of charcoal around the area. Surrounding the firepit are dozens of wooden benches in various states of falling apart from age or dry rot. In*



the east and west walls are great bronze doors, twenty feet tall and carved with strange runes.

In the north and south walls are secret doors (DC 12 Intelligence to locate) that are cleverly disguised to look like part of the wall although they are not, as in other places in the dungeon, plastered over. The runic symbols on the bronze doors are only decorative, meaning that they are utterly incomprehensible and without meaning.

The shaft in the ceiling ascends to area 2-12.

Area 3A-2 — A Private Gallery: *This room curves around the chamber to the south, clearly visible through the wall. The other walls are painted in brilliant, but restful colors. Instead of rotted wooden benches, as found elsewhere, there are several ornate marble couches and seats here, covered with cushions. Unlike the benches, the cushions seem on the verge of succumbing to the ravages of time. The overall feeling is of some sort of monumentally-sized private opera box.*

The south wall of this room (facing area 3A-1) is transparent from this side, but wholly opaque from the other side. The ancient cushions crumble to dust if touched. There is nothing of other than historical value here.

Area 3A-3A — A Holding Area: *This room contains a marble table and a trio of marble chairs, decorated with ornate carvings and worn gilding. Against one wall is a desk - several rolls of parchment lay strewn upon its surface. Seated, and partially splayed over the desktop, there is a robed skeleton with a short sword thrust through the ribs and sticking out the back. To the north and south are barred prison cells, each occupied by the remains of their long-dead occupants.*

Around the neck of the long dead corpse is a silver skull, with turquoise eyes, hanging upon a silver chain (worth 25 gp). If the figure is touched it crumbles to dust, leaving only its robes while the sword clatters to the floor.

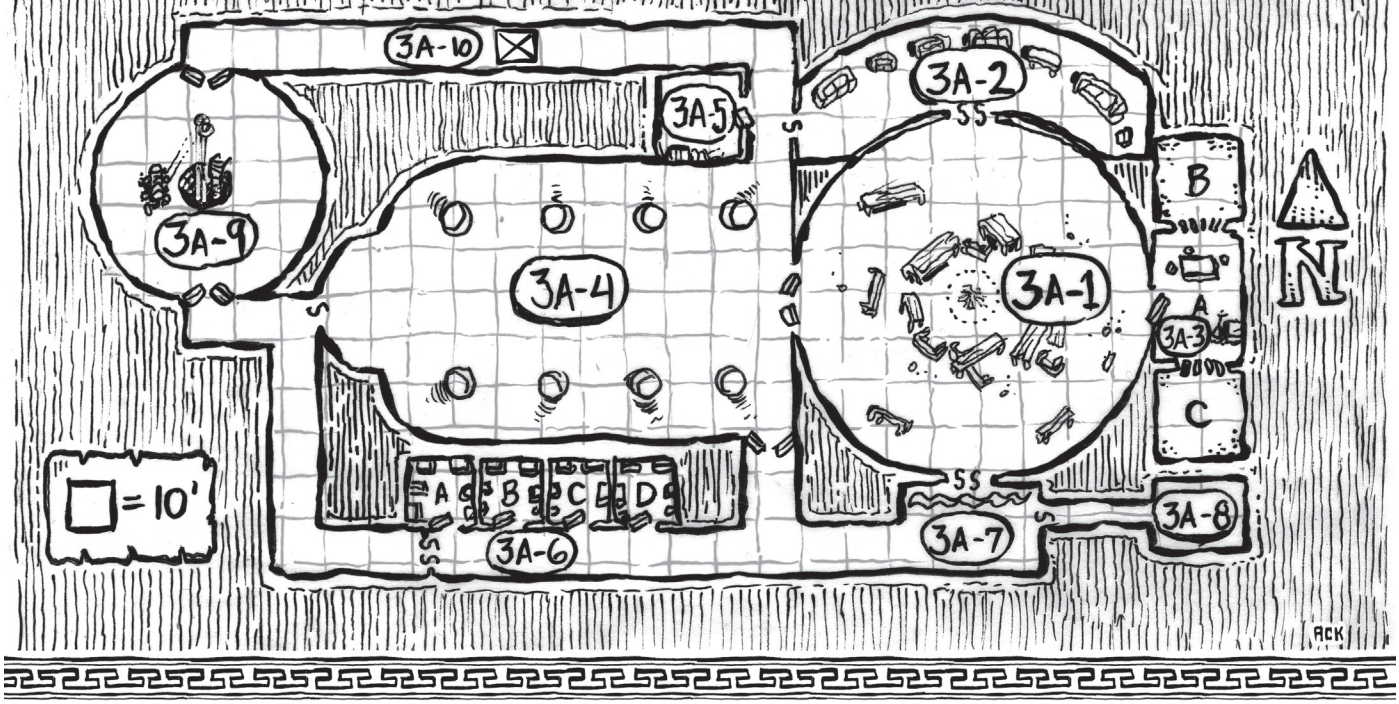
Area 3A-3B — A Long Past Slaughter: *Lying about this cell are more than a score of long dead corpses of men and women in strange, but rich clothing. These prisoners died in their finery, rich brocades and other heavy fabrics indicative of wealth. Each corpse wears a silver skull pendant with turquoise eyes.*

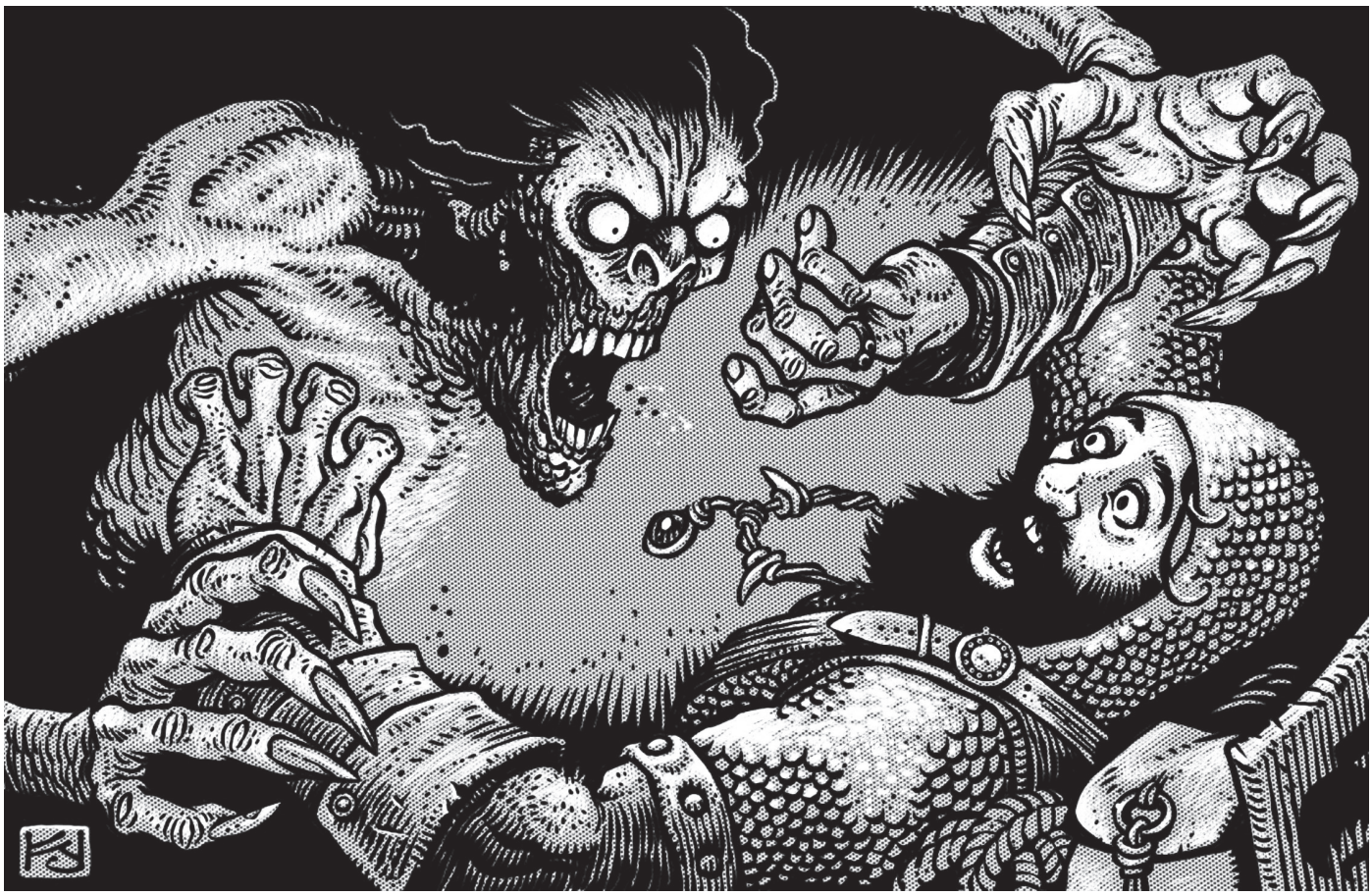
The cell door is locked, requiring a DC 12 *pick lock* check to open. Within are the remains of twenty-one worshippers of Thanatos who sought death rather than capture by the beast men. They were all put to death by the man at the desk (see area 3A-3A) who then fell on his sword. Each of the skull pendants is valued at 25 gp, and there are additional pieces of jewelry amongst the corpses, valued at an additional 2,000 gp.

Area 3A-3C — A Cruel Death by Starvation: *The corpses on the floor of this cell are those of victims who died slowly, miserably. Skeletal remains are scattered about the chamber, with many of the bones showing signs of having been chewed on as the prisoners presumably descended into cannibalism while awaiting their fate.*

Although the noblemen and women who worshiped Thanatos were given honorable deaths, their servants, who were most likely not worshippers of the death god, were left to die of starvation, locked in this cell. They slowly descended into cannibalism and madness, and because of this, their souls were not completely freed from the mortal plane when their bodies expired. Present in the cell are three

MAP 11: DUNGEON LEVEL 3A





barrow-wights and six skeletons. If they sense any living beings in areas 3A-3A or 3A-3B, they animate and come out of hiding, causing the cell's bars to burst outward, inflicting 1d4 damage to any living thing within 10′ of them. The wrathful dead then begin to attack the surprised creatures they can find with unrelenting fury.

Barrow-wight (3): Init +1; Atk claw +2 melee (1 plus XP drain (1d4, DC 10 Will save negates)); Crit U/d8; AC 15; HD 3d8 (hp 17, 13, 11); MV 40′, climb 20′; Act 1d20; SP un-dead traits; SV Fort +3, Ref +5, Will +3; AL C.

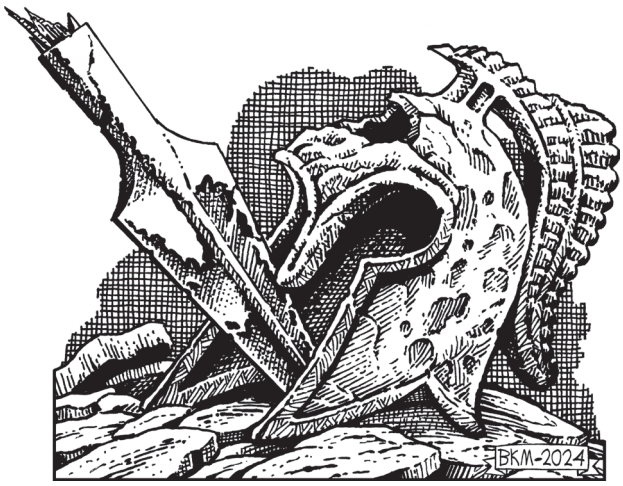
Un-dead traits: Barrow-wights are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

XP drain: Experience lost to the barrow-wight does not reduce a PC's level but must be re-earned prior to being able to reach the next level. Characters reduced to 0 XP are slain and rise as barrow-wight within 1d7 days.

Skeleton (6): Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; Crit U/d4; AC 9; HD 1d6 (hp 6, 6, 6, 3, 2, 1); MV 30′; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 3A-4 — Sanctuary of the God of Death: *It is unrelentingly dark here, as if repellant to even the idea of light. Everything is utterly still, and there is a disturbing lack of sound. Neither footfall, nor uttered word, nor even an intake of breath is heard.*



This is the temple of Thanatos. The walls of this large, pillared hall are lined with jet black stone and the walls, ceiling, floors, and pillars, all are intensely black. Overlayed with this disorienting level of blackness the area has been plunged into *darkness* as well as *silence* (see Appendix B - New Equipment, Magic Items, Curses, and Spells). While there once was a statue within the temple, there now is none, for the statue wanders the level, seeking to destroy intruders. It makes no distinction between beast men and humans; an intruder is an intruder. Lying about on the floor of this room are the corpses of five gnolls, dead for at least a millennium. PCs moving through the room must succeed at a Luck check to avoid tripping over one of the unseen corpses. If touched, the corpses collapse, finally falling to dust.

Area 3A-5 — The Robing Room: *From the looks of things, this was once an ancient vestry, and several large chests have been pushed together near the door. Sprawled on the floor near the trunks is the body of a priest, the front of their robes slashed open and revealing several shattered ribs. Around their neck is a pendant of a silver skull with turquoise eyes. Lying nearby, its expression a fixed rictus of agony and its hands clenched in around a small metal box, is the desiccated corpse of a hyena-headed beast man.*

The larger chests that the priest had attempted to use to barricade himself inside contain the crumbling remains of Thanatosan ceremonial vestments. The various robes and ritual costumes are all decayed with age and are utterly without value (other than for wrapping torch heads). The small metal box is locked (DC 14 *pick lock* check to open) and trapped with a poison needle (DC 12 *find trap* check to detect; DC 12 *disable trap* check to render inert). While the poison was once quite deadly, the passage of time has greatly reduced its efficacy to merely paralyzing its victim for 2d5 rounds (DC 10 Fortitude save negates), although the victim appears quite dead.

If the box is touched a loud moaning is heard and the corpse of the priest rises to its feet, black smoke pouring from its eyes and mouth, before collapsing again, its animating spirit departed. The greasy-looking smoke coalesces into a spectre, which immediately attacks.

Inside the box is a golden helm studded with black sapphires (worth 2,000 gp) and a ceremonial *+1 dagger* with a carved platinum hilt (worth 800 gp). The silver skull pendant is worth 25 gp.

Spectre: Init +2; Atk draining touch +8 (2d4 points of random physical abilities); Crit 19-20 U/d8; AC 10; HD 4d12 (hp 30); MV fly 40′; Act 1d20; SP un-dead traits, chill aura (creatures within 100′ suffer 1d4 damage), future sight, invisibility (at will), incorporeal, immune to weapons of less than +2 enchantment or natural attacks from creatures

of 5 HD or less, turn unholy resistance (considered +2 HD for purposes of turning); SV Fort +4, Ref +6, Will +8; AL C.

Future sight: Any creature that gazes into the spectre's eyes receives a shocking glimpse of a possible future. A character attacking the spectre must make a DC 10 Reflex save or inadvertently gaze into the spectre's eyes to receive this glimpse. This glimpse is always a potential death of the most disturbing fashion. The judge is encouraged to describe the vision as one associated with a potential future encounter in the current adventure. When the character reaches that encounter, they suffer a -1d penalty to all rolls due to fright and fear of death.

Incorporeal: Spectres are incorporeal and can pass through walls and other solid matter. They cannot be harmed by physical weapons unless the weapon is magically enchanted.

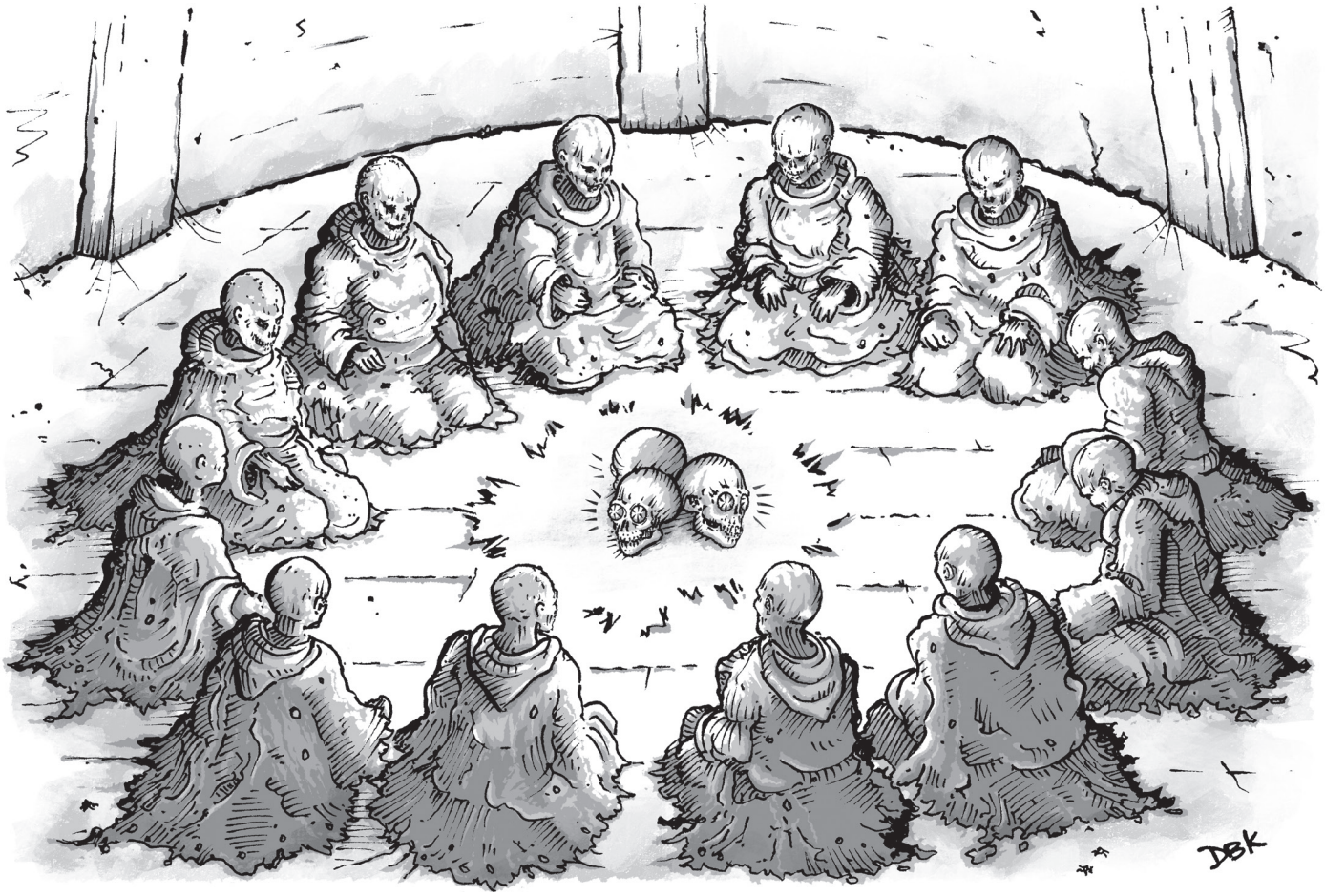
Un-dead traits: Spectres are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 3A-6 — Cells of the Unholy Brothers: *The hallway ends here, with four identical doors along the northern wall.*

These rooms are a series of clerical cells. Each contains four decrepit cots, a table of marble with a wash basin set on top of it, three or four candle sconces set into the walls, and a few rotted articles of clothing (area 3A-6 is occupied). The hallway ends with a secret door on the west wall, which requires a DC 14 Intelligence check to discover.

Area 3A-6C — The Shadow Knows: *Sitting in the middle of the floor of this small chamber are three human skulls with gems inset into their eyes. Kneeling around this arrangement are the corpses of a dozen men in ragged clerical robes. Each corpse wears a silver skull with turquoise eyes hanging about its neck.*

If the room is entered, or otherwise disturbed, six shadows emerge from the skulls (one from each eye-socket) and attack. These shadows are mystically bound, anchored to the gemstones within the skulls and any gemstone removed causes one of the shadows to disappear. *Detect magic,* or similar magic, reveals the presence of the binding magic holding the shadows here. The gems themselves are worth 500 gp each, while each of the pendants are worth 25 gp.



Shadow (6): Init +3 (able to always surprise); Atk debilitating touch +8 melee (1 Strength); Crit U/d10; AC 17; HD 6d8 (hp 18, 17, 15, 12, 12, 9); MV fly 40'; Act 1d20; SP stalk prey to guarantee surprise, incorporeal, immune to non-magical weapons, un-dead traits; SV Fort +5, Ref +10, Will +8; AL N.

Incorporeal: Shadows are incorporeal and can pass through walls and other solid matter. They cannot be harmed by physical weapons unless the weapon is magically enchanted.

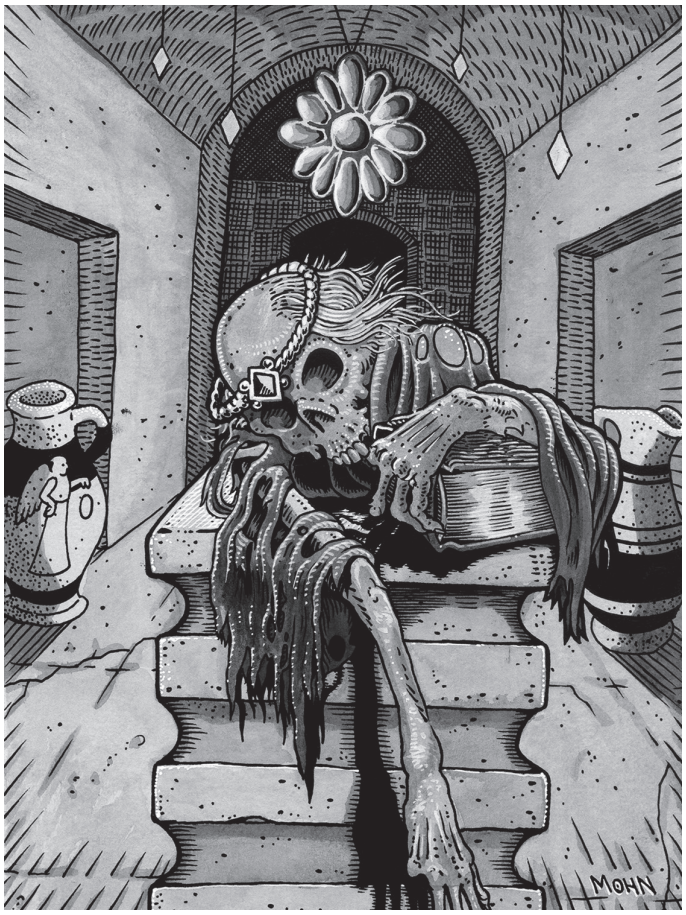
Un-dead traits: Shadows are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Area 3A-7 — Prayer Chapel: *This is a small chapel devoted to meditation and repose. A single row of marble pews extends down the center of the short chamber, while ancient incense burners stand in the corners. Over the north wall are hung a remarkably intact set of drapes, depicting death in its many guises.*

The secret door in the north wall is merely concealed behind the drapes and is clearly visible to any who should examine the area. The secret door in the east wall is plastered over and hidden. A dwarf succeeding at a DC 12 underground skills check is able to notice the slight discoloration in the plaster, which very subtly denotes the outline of the secret door. Only once the plaster has been chipped away (requiring 1 turn of normal labor unless less mundane means are used) may the door be opened.

The draperies are woven with a fine mesh of mithril threads and a PC with an appropriate background occupation (armorer, halfling haberdasher, weaver, or similar) may fashion them into a suit of light-weight clothing as sturdy as chainmail (+5 AC) but without impeding movement and are otherwise treated as "unarmored" for purposes of check penalties and fumbles. Such a set of clothing may not be combined with other forms of armor, other than a shield. If so desired, two tunics could be made in place of a full set of clothing, each equivalent to leather (+2 AC) but otherwise are treated as being unarmored.

Area 3A-8 — The Crypt of King Agamemnos: *The atmosphere in this wing of the prayer chapel is of reverence. A corpse is laid out in state upon a stone pedestal, bedecked in royal raiment, with a gold circlet around its gleaming white skull. Around the stone are scattered gold and silver coins, as well as other items of value. The side of the pedestal holds some form of plaque which bears a carved inscription.*



King Agamemnos was sorely wounded in the escape from the beast men. He died subsequently and was interred here prior to his subjects either finding some other means of escape or taking their own lives. Scattered about the floor is 1,000 sp, 550 gp, 1d7 gold rings (50 gp each), and a small, bejeweled scepter (800 gp). The king's gold circlet is set with a single diamond, and the whole piece is worth 1,500 gp. The plaque appears to be a quickly converted serving tray. The inscription upon it is in hastily carved Thracian and reads: "Here lies Agamemnos, King of Thracia and noble servant of the gods, cut down by the arrow of a slave beast."

Area 3A-9 — Crank and Cradle: *This room houses a massive mechanism made of polished bronze, somehow utterly free of rust and corrosion. It consists of a manually operated crank, a set of strange roller apparatus, and iron cables that attach to the drum that the crank rotates, and then go up to the ceiling and then down through the floor to disappear in the wisps of mist floating in up out of the hole. Diffuse light comes through the hole from above, nearly as bright as a summer's day. A ladder descends down into the mist.*

This machinery is what raises and lowers a sort of elevator basket from this level to the next, and it has been magically endowed to prevent its deterioration. It can be operated manually from this room, from within the cage, and also may be operated by a magical device from area 4-18. A PC descending the ladder finds themselves in a bronze cage with a crank-like apparatus. Since it is hidden by cloud-like mist, the basket/elevator cannot be seen through the hole from above. The crank is used to lower the cage on the cables. When lowered to Level 3 it ends up a little to the northwest of the maple tree at area 3-7. The descending cage is visible to all guards posted on Level 3 and they (at the judge's discretion) have an ambush prepared.

COVERED PIT TRAP

There is a covered pit in the north hall area 3A-10 (DC 14 *find trap* check to locate). PCs walking across the covered pit must succeed at a Luck check, or spring the ancient trap, sending them plummeting down to area 3-8, 200' below (20d6 damage). Jamming the hinge mechanism of the pit is relatively easy, requiring only a DC 8 *disable trap* check to fix the trapdoor in either the open or closed position.

Chapter Nine

DUNGEON LEVEL 3

There are three entrance to this level from above:

- The teleport pad in area 3-1 connects with area 2-23 (if "special marbles" are carried).
- The sacrificial pit in area 2-31J opens up above area 3-15.

There is also access to another area of Dungeon Level 3 from within this level:

- The teleport pad in 3-36 connects to area 3-1 (unless "special marbles" are carried, in which case it connects to area 2-23).

WANDERING MONSTERS

DUNGEON LEVEL 3 — THE GARDENS (AREAS 3-1 THROUGH 3-17)

d10	Encounter
1	Astraea (area 3-3)
2	Eidothera (area 3-7)
3	Callisto (area 3-5)
4	Jocasta (area 3-12)
5	Twenty Head Herd of Cattle
6	Gnoll Patrol D
7	Troupe of Human Slaves (12)
8	Hydra (see area 3-17)
9	Encounter from Level 2
10	Encounter from Level 3: The Palace

DUNGEON LEVEL 3 — THE PALACE (AREAS 3-18 THROUGH 3-40)

d10	Encounter
1	Gnoll Patrol E (see Appendix A - New Monsters)
2	Lizardman Patrol C (see Appendix A - New Monsters)
3	Troupe of Human Slaves (12)
4	The Minotaur King and his entourage (see area 3-19)
5	Two Minotaurs
6	Hamadryad
7	Beast men Leaders (see area 3-30)
8	Lizardman Patrol C (see Appendix A - New Monsters)
9	Clerical Minotaur Cow (see area 4-17)
10	Encounter from Level 3: The Gardens

DUNGEON LEVEL 3 WANDERING MONSTER DESCRIPTIONS

HAMADRYAD

This is one of the hamadryads from the gardens (areas 3-3 through 3-12). Determine which one on the table below, then consult the second table and determine the reason for her being in the palace, since it is basically out of bounds to the tree people who will not normally go there unless physically forced.

d10	Encounter
1	Astraea (area 3-3)
2	Briseis (area 3-4)
3	Calliste (area 3-5)
4	Deianira (area 3-6)
5	Eidothera (area 3-7)
6	Flora (area 3-8)
7	Gaia (area 3-9)
8	Hypermnestra (area 3-10)
9	Iphigenia (area 3-11)
10	Jocasta (area 3-12)

d20	Reason
1-8	Captive and escorted by two gnoll guard **Gnoll (2):** Init +0; Atk bite +1 melee (1d3), two-handed sword +1 melee (1d10), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.
9-12	Escaping Captivity. 50% chance of being pursued by 1d4 gnolls. **Gnoll (1d4):** Init +0; Atk bite +1 melee (1d3), polearm +1 melee (1d12), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.
13-14	Subverted to aid of Minotaur King. She leads adventurers into a trap (*detect evil* reveals her nature).
15-16	She is dying (20% chance that she is already dead). There is a 60% chance that a Gnoll Patrol E is standing over her body.
17-19	She is in hiding and attempts to remain hidden, even from the PCs.
20	She is insane and allowed to wander about the palace and grounds. She bears the marks of torture. Her face is marred beyond all repair.

MINOTAURS

Minotaur (2): Init +8; Atk gore +8 melee (1d8+4) or battle-axe +8 melee (1d10+4); Crit M/d12 or IV/d12 (if wielding a weapon); AC 15; HD 6d8+6 (hp 33 each); MV 30'; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Strength 24 (+6)) or be hurled back 20'.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus to Willpower saves against these spells.

TROUPE OF HUMAN SLAVES

There are 12 human slaves in the troupe and they are performing various maintenance chores ranging from scrubbing walls to watering trees and/or trimming shrubbery. These slaves, if freed, join with an adventuring party, but the first time that a beast man commander of any race appears, they are completely cowed and change sides faster than greased lightning, even to the point of attempting to subdue adventurers. They must check morale every time a melee is enjoined, or the freed slaves run away with a 10% cumulative chance of changing sides each time.

Human slave (peasant) (12): Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 2 each); MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N.

TWENTY HEAD HERD OF CATTLE

This is the beast men's on-the-hoof food supply. The herd is found wandering around the gardens and occasionally is chased into the palace itself when the hydra is hungry and out stalking prey.

Cattle (20): Init +6; Atk bite +1 melee (1d3) or kick +1 melee (1d5); Crit III/d6; AC 13; HD 2d8 (hp 16 each); MV 40'; Act 1d20; SV Fort +1, Ref +0, Will -2; AL N.

KEY TO DUNGEON LEVEL 3

This level is the palace and garden that once belonged to the Thracian King, Agamemnos. This whole level, at least the "outdoors" part of it, is lit by an intensely powerful light that almost, but not quite, equals sunlight.

There is a thin layer of cloud near the ceiling that covers the stalactites and any activity that may occur up there. The only known access to this level is via the teleportation pads located at area 3-1 near the east end of the gardens and area 3-36 in the palace. The garden is patrolled by gnolls and lizardmen who attempt to capture anyone they find. In the east end of the garden are numerous hamadryads. Many are deathly afraid of the beast men. Unless very strongly persuaded, most do nothing to aid the PCs, even if it may mean defeat of the Minotaur King and his minions.

Area 3-1 — Teleportation Pad: *This circular area is rimmed by low trees that bear fist-sized fruit. The surrounding trees are quite dense, and the strange near-sunlight from above casts heavy shadows amongst the grove beyond.*

These trees fruit continually, producing fist-sized strawberries which are highly nutritious and serve to satiate both hunger and thirst. The berries are quite delicate however, however, and must be eaten within 1 day of being picked lest they rot to black mush.

Six gnolls are on guard here. Two of them are moving amongst the trees, plucking and eating fruit while the others remain alert. The gnolls are concealed within the shade of the trees, behind cover (-2 to attacks made against them) and camouflaged.

The teleportation pad is activated by standing on the 10′ square section at the center of the pad for 1 full round. Anyone standing in that area is teleported to the pad in the temple at area 2-23 on Level 2.

Gnoll (6): Init +0; Atk bite +1 melee (1d3), polearm +1 melee (1d12), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30′; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

AREAS 3-3 THROUGH 3-12

Each area is a single, massive tree, exemplary of its listed type. This forest is inhabited by ten hamadryads. They do not willingly go further than 240′ from their trees and will not normally interfere with the gnolls, as their uprooting and destruction has been threatened if they should cause any trouble.

Hamadryads are fey spirits magically bound to trees. While travelers have long referred to all such tree spirits as "dryads," the wisest sages understand that dryads are bound specifically to oak trees. Spirits of other trees exist, differing in name, form, and abilities (such as daskolite, laconiads, and others). Like their oak-dwelling sisters, other types of hamadryads are tree-bound, reclusive, and wield powerful woodland magic.

All hamadryads share the following traits:

- *Forest step*: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).
- *Heartwood*: The heartwood of a hamadryad has mystic properties and can be used in the creation of a magic item (varying by hamadryad type).
- *Immunities*: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.
- *Infravision 60′*.
- *Iron vulnerability*: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks from such weapons.
- *Magic resistance*: Servants of the King of Elfland, hamadryads are resistant to mortal magics. All spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled.

Area 3-2 — Transparent Tower of Water: *A transparent, ten-foot diameter tower rises out of the ground here, extending upwards into the mist some two-hundred-feet above. At first glance, it appears to be crafted of some sort of solid glass or crystal, but, upon closer examination, faint bubbles are seen rising through the tube. It is some form of waterway!*

This item is a complete mystery to the occupants of this level. It is a 10′ diameter transparent tube containing sparkling, bubbling water that seems to rise 200′ from the floor of the garden up to the ceiling of the great cavern. It is assumed that this is the source of the river. This tube goes through area 4-23 down below the surface of the garden and flows upwards to area 2-10 on Level 2. The tube itself is remarkably robust, having an AC of 22 and requiring 100 hp damage to any given area before it cracks.

Breaching the tower is a remarkably bad idea, as even a small crack explodes under the pressure of all the water above, sending massive shards of glass in a 20′ radius (inflicting 2d7 damage). The entire river above drains back through the breach, slowly flooding the entire cavern over the course of a month.

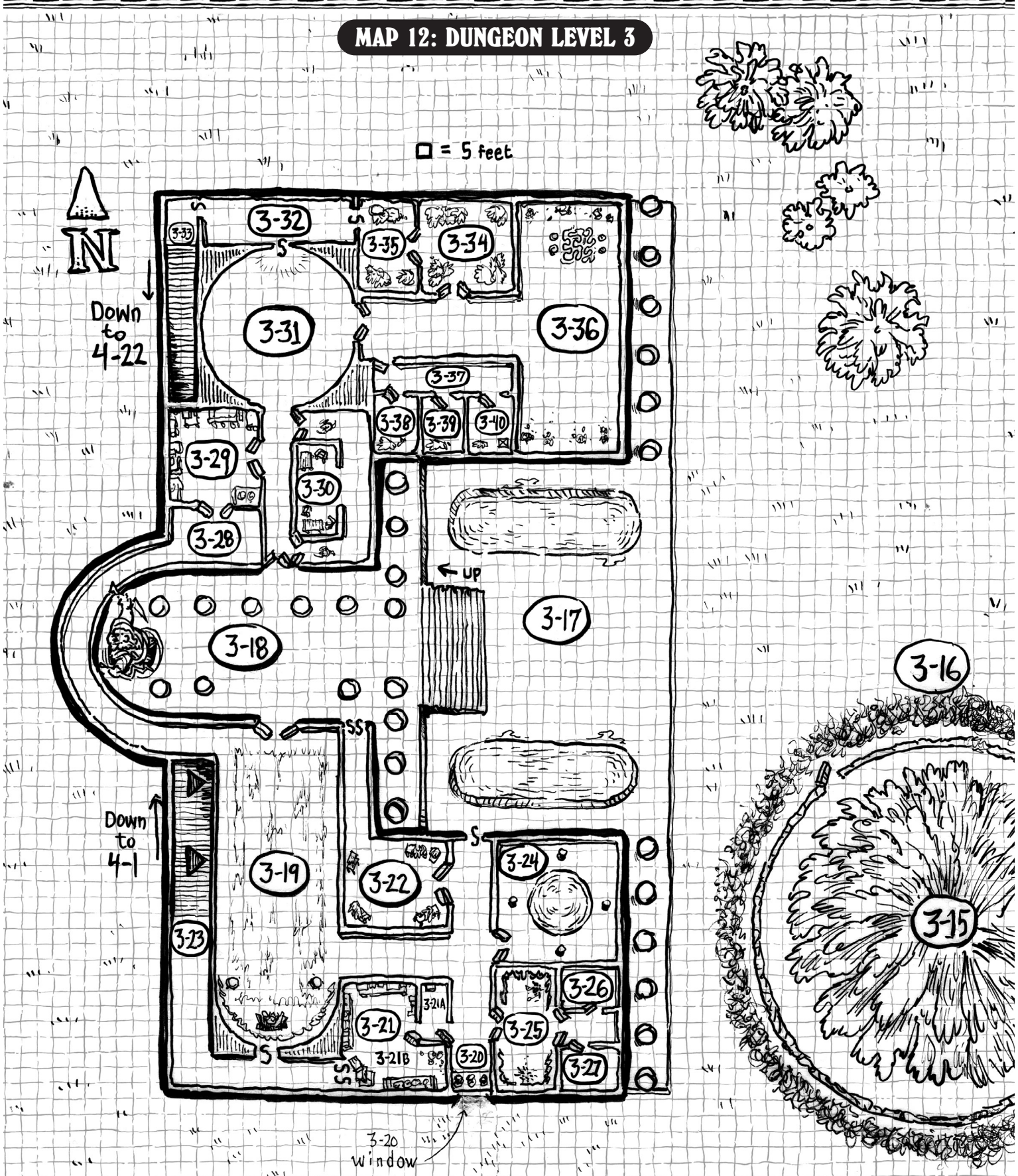
Area 3-3 — Oak Tree: This 70′ tall oak tree is home to the dryad Astraea. This forest spirit is the eldest of the three dryads of the outer woods and appears as an elderly woman with matronly mannerisms. She tends to refer to other creatures as "grandchild" and worries greatly about the safety of such young and frail creatures. If angered, her tongue is as brutal as her attacks, as she unleashes a withering torrent of scorn at her foes.

Astraea (dryad/oak hamadryad): Init +0; Atk club +2 melee (1d4 plus poison (1d6, DC 8 Fort save negates)), acorn +3 missile fire (1d3, range 20′), or spell; Crit III/d8; AC 16; HD 3d8 (hp 13); MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey beauty, immunity to poison, speak with beasts and plants, spellcasting (+7 spell check): Spells (1st) *cantrip, color spray, enlarge*; (2nd) *strength*; SV Fort +3, Ref +2, Will +5; AL C.

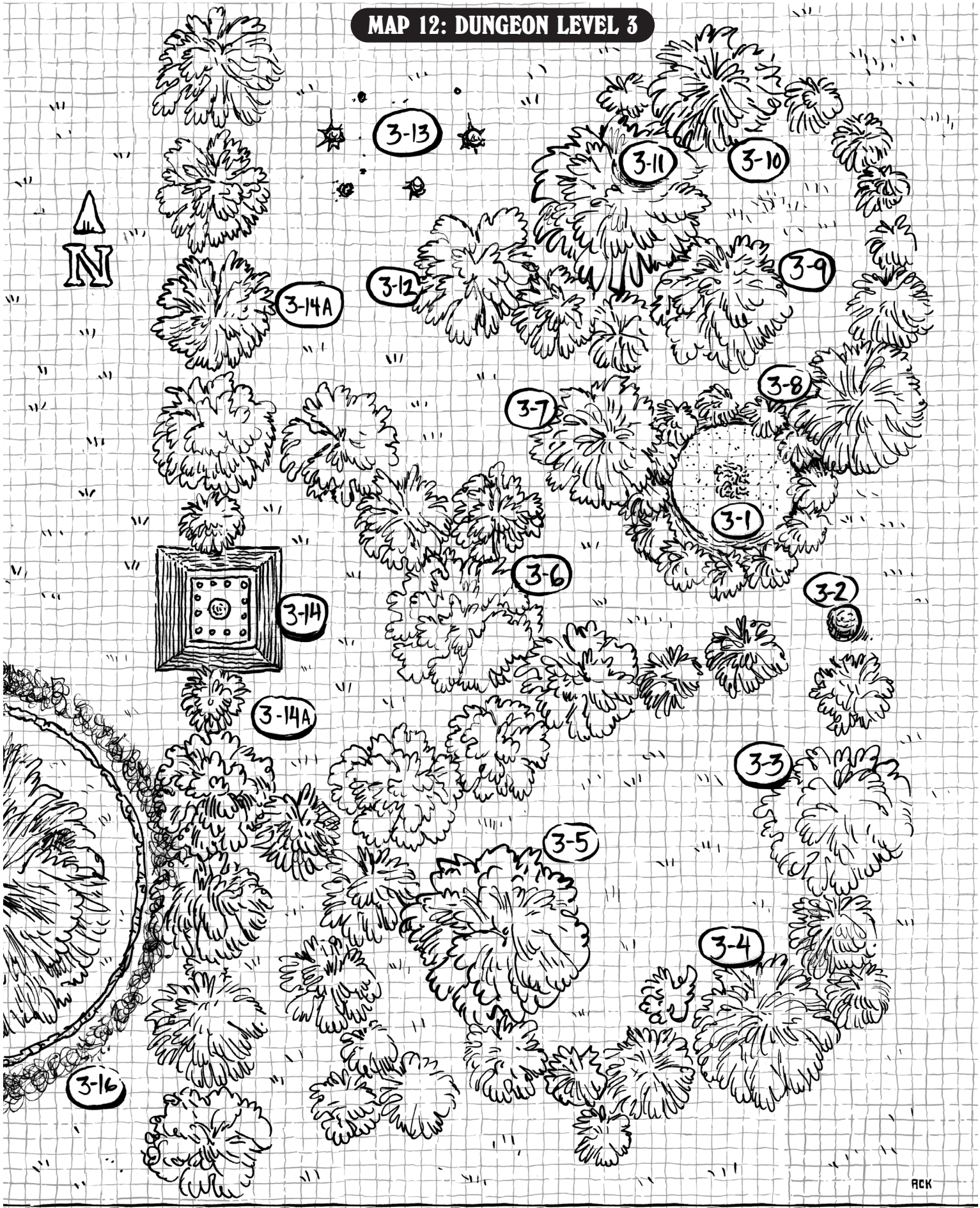
Fey beauty: The unearthly beauty of dryads is legendary. So striking are they in both form and feature that any creature that they turn their attention to risks being *charmed* by their unnatural poise and presence (DC 12 Willpower save negates) falling under the dryad's sway for 2d5 rounds. The *charmed* targets treat the dryad as a trusted friend to be protected and obeyed.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

MAP 12: DUNGEON LEVEL 3



MAP 12: DUNGEON LEVEL 3



Hamadryad traits: Forest step, heartwood, immunities, infravision 60', iron vulnerability, magic resistance.

Heartwood: The heartwood of a dryad's tree can be used to craft a *+3 staff*.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Speak with beasts and plants: The dryad can communicate with beasts and plants as if they shared a language.

Area 3-4 — Ash Tree: This towering ash tree stands 120' tall and is home to the daskolite Briseis. The hamadryad is stern, but not unkind, rapidly slipping into the affectations of a scholar, sage, or tutor during their interactions. Briseis' knowledge is near endless, but she is loathe to give answers that she feels questioners are not ready for. Her preference of offerings are tales of the travels of her supplicants, often requiring 1 turn or more to impart.

Briseis (daskolite/ash hamadryad): Init +0; Atk spear +2 melee (1d8 plus poison (permanent -1 Intelligence loss, DC 12 Fort save negates)) or spell; Crit III/d8; AC 14; HD 4d8 (hp 18); MV 30'; Act 1d20; SP hamadryad traits, infravision 60', magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey knowledge, fey linguist, spellcasting (+7 spell check): Spells (1st) *detect evil, detect magic, second sight;* (2nd) *curse*; SV Fort +3, Ref +2, Will +5; AL C.

Fey knowledge: Daskolites are fonts of knowledge, wisdom, and education. They are able to correctly answer any question of fact put to them, no matter how obscure. Such a gift generally requires a great offering or sacrifice in support of the hamadryad and the surrounding forest, with the value of the required gift increasing with the obscurity of the knowledge. These hamadryads are natural teachers though, and are glad to answer simple questions and provide basic instructions without additional obligation.

Fey linguist: The daskolite inherently understands all languages, verbal, written, or otherwise signaled and may communicate freely with all plants, animals, and other communicative beings.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300' away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60', iron vulnerability, magic resistance.

Heartwood: The heartwood of a daskolite can be used to craft a *luck charm*, which grants a -2 to all Luck check rolls.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Area 3-5 — Elm Tree: This is a 60' tall elm which is home to the ptelean Calliste. Calliste is rather stand-offish, and surly. She bears scars from several attempts at removing her from the forest, made by the gnolls. She doesn't trust strangers, and wishes nothing more than to be left alone.

Calliste (ptelean/elm hamadryad): Init +0; Atk club +2 melee (1d4 plus poison (1d6, DC 8 Fort save negates)) or spell; Crit III/d8; AC 16; HD 2d8 (hp 14); MV 30'; Act 1d20; SP hamadryad traits, infravision 60', magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey perfumery, immunity to poison, spellcasting (+5 spell check): Spells (1st) *cantrip, force manipulation, mending*; (2nd) *forget*; SV Fort +3, Ref +2, Will +5; AL C.

Fey perfumery: When initially struck or otherwise injured, the ptelean releases a foul stench meant to ward off attackers. Creatures within a 20' radius suffer a -1d penalty to all actions, as watering eyes and uncontrollable coughs wrack their bodies (DC 10 Fortitude save reduces the penalty to -2). The aggressive odor remains for 1d5+2 rounds.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300' away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60', iron vulnerability, magic resistance.

Heartwood: The heartwood of a ptelean's tree can be used to provide five draughts of a maximized *potion of extraordinary healing* (p. 224, DCC RPG) which restores 21 hit points.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Area 3-6 — Oak Tree: This 65' tall oak tree is home to the dryad Deianira. A motherly figure, Deianira holds herself as the protector of this wood. Her flesh is marked by scars left by gnoll attackers, and a dozen gnoll skulls rest beneath the roots of her tree. Braided into her hair are several gnoll fingerbones, serving as a warning to those who would seek to harm the trees. Gnolls have come to

avoid Deianira and her tree, making this likely the safest area in the forest.

Deianira (dryad/oak hamadryad): Init +0; Atk club +2 melee (1d4 plus poison), acorn +3 missile fire (1d3, range 20′), or spell; Crit III/d8; AC 16; HD 3d8 (hp 10); MV 30′; Act 1d20; SP poison (1d6, DC 8 Fort save negates), hamadryad traits, infravision 60′, magic resistance ((all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey beauty, immunity to poison, speak with beasts and plants, spellcasting (+7 spell check): Spells (1st) *cantrip, color spray, enlarge*; (2nd) *strength*; SV Fort +3, Ref +2, Will +5; AL C.

Fey beauty: The unearthly beauty of dryads is legendary. So striking are they in both form and feature that any creature that they turn their attention to risks being charmed by their unnatural poise and presence (DC 12 Willpower save negates) falling under the dryad's sway for 2d5 rounds. The charmed targets treat the dryad as a trusted friend to be protected and obeyed.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a dryad's tree can be used to craft a +3 *staff*.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Speak with beasts and plants: The dryad can communicate with beasts and plants as if they shared a language.

Area 3-7 — Maple Tree: This 50′ maple is home to the heldreichiad Eidothera. Eidothera wears a wreath of fiery autumnal maple leaves and regal clothing. Her friendly and welcoming behavior belies her duplicitous nature. The hamadryad made a deal with the gnolls so as to preserve her tree, and she informs them of anything (or anyone) she sees.

Eidothera (heldreichiad/maple hamadryad): Init +0; Atk staff +3 melee (1d6) or spell; Crit III/d8; AC 14; HD 2d8 (hp 14); MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey adhesion, spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, choking cloud*; (2nd) *neutralize poison*; SV Fort +3, Ref +2, Will +5; AL C.

Fey adhesion: Attackers striking a heldreichiad find their weapon (or worse, themselves) stuck to the hamadryad's flesh. It requires a successful DC 14 Strength check to pull the affixed item from the hamadryad's sticky skin. Pulling away from skin-to-skin contact inflicts 1 hp damage as some skin is left behind. Creatures finding themselves glued to the heldreichiad in this fashion receive a +2 bonus to hit the hamadryad, but risk becoming more seriously glued and unable to act.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a heldreichiad may be used to craft a *rod of adhesion* (see Appendix B - New Equipment, Magic Items, Curses, and Spells).

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Area 3-8 — Hickory Tree: This 65′ tall hickory tree is home to the laconiad Flora. Flora's deep green skin is marked with only the faintest of scars, as the gnolls have barely been able to mark her skin with their weapons. She has no fear for her well-being, although she keeps a low profile in order to aid her sister hamadryads and to prevent from drawing the ire of the gnolls.

She is aware of a trap door hidden beneath the sod on the south side of her tree's trunk. If the dirt is moved, a 5′ square, verdigrised bronze door is visible. Flora is not certain what it is, only that it has been there longer than she has. The trap door must be pried open (requiring a successful DC 15 Strength check) to reveal a 10′ drop to a 10′ square room with a stair leading down out of the south side and down to area 4-23.

Flora (laconiad/hickory hamadryad): Init +0; Atk club +4 melee (1d4+2), nut +2 missile fire (1d6+1, range 20′), or spell; Crit III/d8; AC 18; HD 3d8 (hp 24); MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey insight, immunity to poison, speak with beasts and plants, spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, choking cloud*; (2nd) *neutralize poison*; SV Fort +3, Ref +2, Will +5; AL C.

Fey insight: Like their close relation, the caryatid, a laconiad may study one target within 30′ and fully understand their

actions and motivations (successful DC 12 Willpower save negates). The target suffers a -1d penalty to attack roles against the laconiad, and the laconiad gains a +1d bonus to attack rolls made against the target. The effect lasts for 12 hours or until the laconiad turns her insight elsewhere. The laconiad can understand one sentient or three animals at one time.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a caryatid's tree can be used to craft an *unbreakable staff* (see Appendix B - New Spells and Magic Items).

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Speak with beasts and plants: The dryad can communicate with beasts and plants as if they shared a language.

Area 3-9 — Walnut Tree: This walnut tree soars to a height of 120′ and is home to the caryatid Gaia. The hamadryad appears as a 7′ tall warrior, wielding a club and holding her shield defensively. There have been a number of gnoll incursions and, while knowing that such a battle inevitably favors the gnolls, she is ready to fight to defend herself should they return.

Gaia (caryatid/walnut hamadryad): Init +0; Atk club +2 melee (1d4 plus poison (1d6, DC 8 Fort save negates)), walnut +2 missile fire (1d6, range 30′), or spell; Crit III/d8; AC 17 (shield); HD 3d8 (hp 13); MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey insight, immunity to poison, speak with beasts and plants, spellcasting (+7 spell check); Spells (1st) *cantrip, charm person, choking cloud*; (2nd) *neutralize poison*; SV Fort +3, Ref +2, Will +5; AL C.

Fey insight: The caryatid studies one target within 30′ and fully understands their actions and motivations (successful DC 12 Willpower save negates). The target suffers a -1d penalty to attack roles against the caryatid, and the caryatid gains a +1d bonus to attack rolls made against the target. The effect lasts for 12 hours or until the caryatid turns its insight elsewhere. The caryatid can understand one sentient or three animals at one time.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a caryatid's tree can be used to craft a *repellant staff* (see Appendix B - New Equipment, Magic Items, Curses, and Spells).

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Speak with beasts and plants: The caryatid can communicate with beasts and plants as if they shared a language.

Area 3-10 — Ash Tree: This ash tree stands 100′ tall and is home to the daskolite Hypermnestra. Blustery and boastful, Hypermnestra would have visitors believe that she alone protects the entirety of the woods through her efforts. Those wishing to question her must make offerings of defense of the trees, with questions answered in

keeping with the value of the sworn protection. Those who betray their oath of protection find themselves forgetting the knowledge imparted to them, as Hypermnestra's curse takes many forms.

Hypermnestra (daskolite/ash hamadryad): Init +0; Atk spear +2 melee (1d8 plus poison) or spell; Crit III/d8; AC 14; HD 4d8 (hp 15); MV 30'; Act 1d20; SP poison (permanent -1 Intelligence loss, DC 12 Fort save negates), hamadryad traits, infravision 60', magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey knowledge, fey linguist, spellcasting (+7 spell check): Spells (1st) *detect evil, detect magic, second sight;* (2nd) *curse*; SV Fort +3, Ref +2, Will +5; AL C.

Fey knowledge: Daskolites are fonts of knowledge, wisdom, and education. They are able to correctly answer any question of fact put to them, no matter how obscure. Such a gift generally requires a great offering or sacrifice in support of the hamadryad and the surrounding forest, with the value of the required gift increasing with the obscurity of the knowledge. These hamadryads are natural teachers though, and are glad to answer simple questions and provide basic instructions without additional obligation.

Fey linguist: The daskolite inherently understands all languages, verbal, written, or otherwise signaled and may communicate freely with all plants, animals, and other communicative beings.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300' away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60', iron vulnerability, magic resistance.

Heartwood: The heartwood of a daskolite can be used to craft a *luck charm*, which grants a -2 to all Luck check rolls.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Area 3-11 — Willow Tree: This sprawling weeping willow is 40' with an equal spread. Within it dwells the helician Iphigenia. Slender and agile, Iphigenia is utterly without fear – so long as she believes her tree will not be wholly destroyed. She is unbothered by the threats of the gnolls, as she has already planted a cutting from her tree in preparation for the day when they set fire to her home in an attempt to destroy her. Her expression is one of "I know something you don't" and her attitude mirrors that which she is confronted with. Kindness or cruelty, she meets like with like.

Iphigenia (helician/willow hamadryad): Init +0; Atk whip +2 melee (1d3+1, range 20') or spell; Crit III/d8; AC 16; HD 3d8 (hp 12); MV 30'; Act 2d20; SP hamadryad traits, infravision 60', magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey resilience, regeneration (5/round), spellcasting (+10 spell check): Spells (1st) *detect magic, magic missile, ropework* (the "rope" formed will be of slender willow branches); (2nd) *detect evil, forget, ray of enfeeblement*; (3rd) *dispel magic, slow*; SV Fort +3, Ref +2, Will +5; AL C.

Fey resilience: Even when slain, so long as their host willow tree remains (and even a cutting of a willow can regrow to a full tree) a helician reforms in one month's time, or when the tree returns to a mature time, whichever comes last.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300' away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60', iron vulnerability, magic resistance.

Heartwood: When the heartwood of a helician is used in the crafting of a wand, it grants a +3 bonus to spell checks, or a +2 to the spell check while crafting a wand with a permanently fixed result.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Area 3-12 — Oak Tree: This 50' tall oak tree is home to the dryad Jocasta. Jocasta appears as a young maiden and displays an innocent disposition. She is no fool, however, and merely uses her youthful appearance to lead others into underestimating her. If approached kindly, she is cheerful and helpful. If mistreated or rudely spoken to, she appears utterly oblivious to such things, while cheerfully giving misinformation that could lead to disaster or death.

Jocasta (dryad/oak hamadryad): Init +0; Atk club +2 melee (1d4 plus poison), acorn +3 missile fire (1d3, range 20'), or spell; Crit III/d8; AC 16; HD 3d8 (hp 12); MV 30'; Act 1d20; SP poison (1d6, DC 8 Fort save negates), hamadryad traits, infravision 60', magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey beauty, immunity to poison, speak with beasts and plants, spellcasting (+7 spell check): Spells (1st) *cantrip, color spray, enlarge*; (2nd) *strength*; SV Fort +3, Ref +2, Will +5; AL C.

Fey beauty: The unearthly beauty of dryads is legendary. So striking are they in both form and feature that any creature that they turn their attention to risks being charmed by their unnatural poise and presence (DC 12 Willpower save negates) falling under the dryad's sway for 2d5 rounds. The charmed targets treat the dryad as a trusted friend to be protected and obeyed.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300' away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60', iron vulnerability, magic resistance.

Heartwood: The heartwood of a dryad's tree can be used to craft a *+3 staff***.**

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Speak with beasts and plants: The dryad can communicate with beasts and plants as if they shared a language.

Area 3-13 — The Stumps of Lost Trees: *This massive clearing is marked by a number of tree stumps, signs of recent timberwork. The absence of trees stands in stark contrast to the woods of the surrounding area. The atmosphere is somber, and the trees of the surrounding woods stand silent vigil around their fallen kin.*

Recently the Minotaur King has been removing trees to fuel the boilers in the cellars beneath his palace. The supply of wood from the surface has dwindled lately (the tribes are flexing their muscles and refusing to pay tribute to the Minotaur King). Three of the felled trees (reflected on the map) contained hamadryads. Their loss is mourned and if this information is used as a verbal weapon, the hamadryads' aid might be gained against the minions of the Minotaur King. The soil around those stumps is marked by signs of battle, with dried blood and sap commingled on the ground.

Area 3-14 — Chapel of the Wondrous Well: *This is a small temple, with marble columns rising to support a domed roof above. Flanking the temple are shallow stairs, rising only five feet over their ten-foot-breadth.*

In the center of the temple is a 5' diameter well which looks to hold clear, faintly rippling water—which is, in fact, teleportational energies. Descending further than 10' down into the well teleports the PC to the center of area 1-3 on Level 1. However, this works only four times before there is a risk of its energies being exhausted. Additional uses have a cumulative 5% chance of forever exhausting the energies. If the well ceases to function, it becomes a dry, 15' deep, crystal-lined well.

The chapel is the only safe passage through the tree wall (area 3-14A) and is guarded by a minotaur, five gnoll mercenaries, and two lizardmen. One of the gnolls is normally posted in the clump of trees near the teleportation pad (area 3-1) and rushes back to the chapel to report any new arrivals.

Those looking towards area 3-15 from the steps can make out a figure lounging on the ground sunning herself between the spots of dappled shade from the oak's canopy

Minotaur: Init +8; Atk gore +8 melee (1d8+4) or battleaxe +8 melee (1d10+4); Crit M/d12 or Crit IV/d12 (if wielding a weapon); AC 15; HD 6d8+6 (hp 33); MV 30'; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Str 24, +6) or be hurled back 20'.

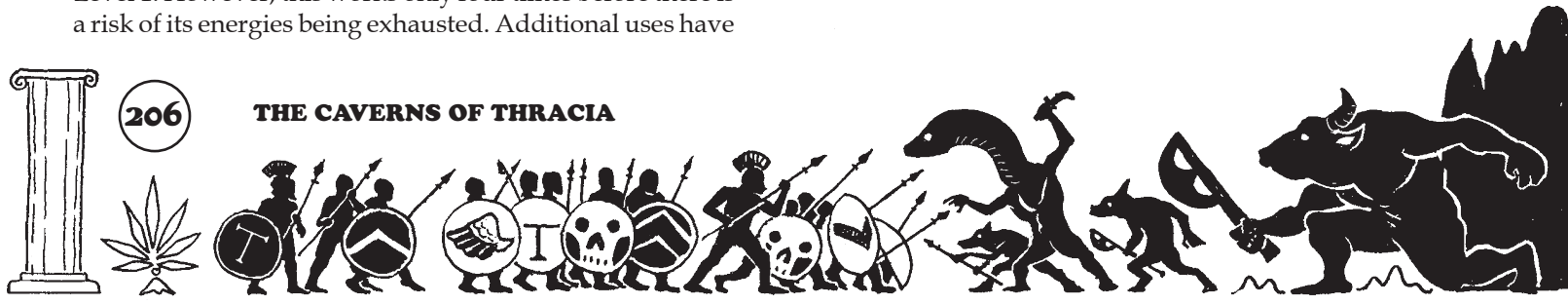
Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus to Willpower saves against these spells.

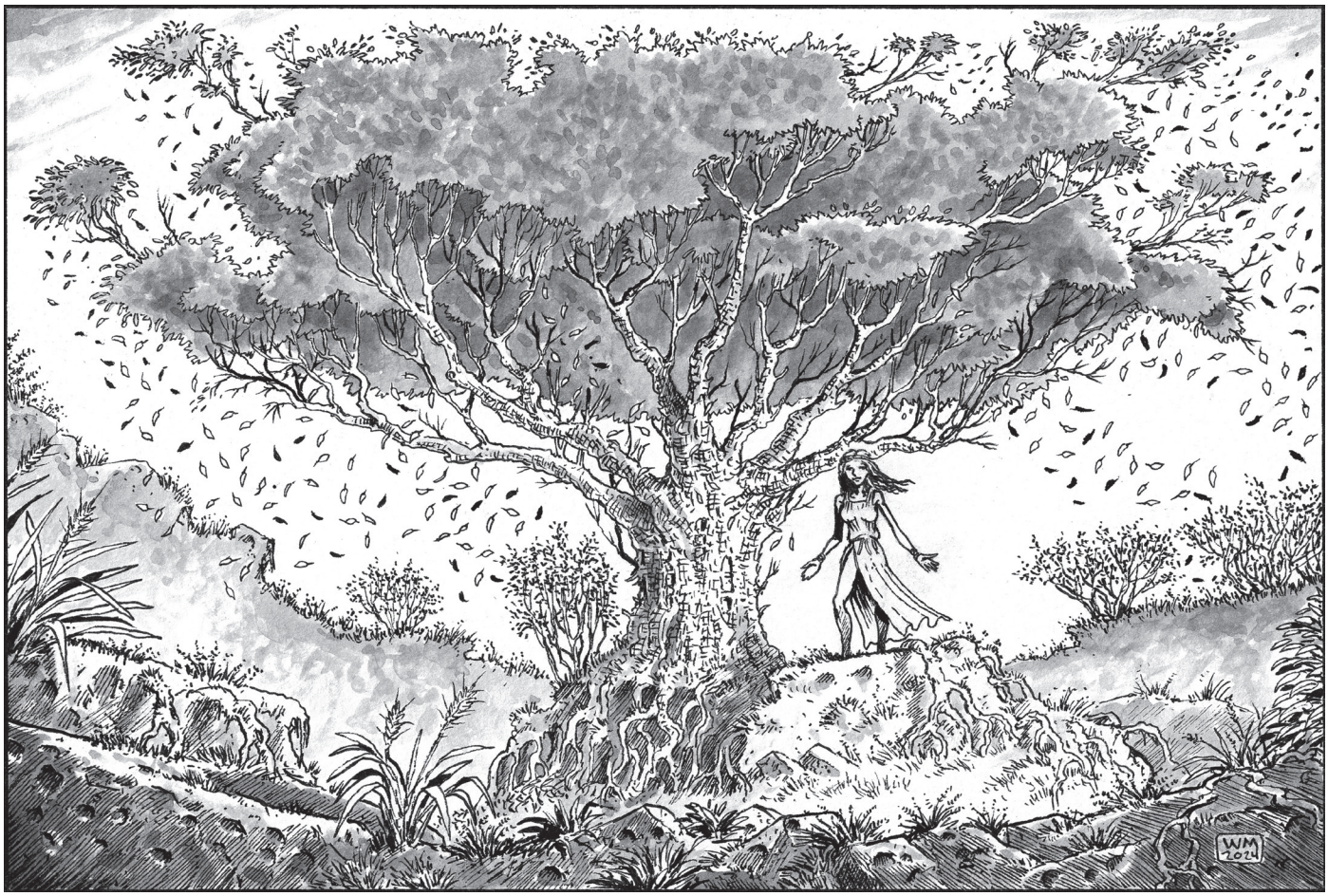
Gnoll mercenary (5): Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8+4 (hp 11 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d14 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Lizardman (2): Init -2; Atk bite +3 melee (1d4), club +2 melee (1d4), or dart +2 missile fire (1d4; 4 darts); M/d6 or Crit III/d6 (if wielding weapon); AC 14; HD 1d8 (hp 8 each); MV 30', swim 30'; Act 1d20; SP move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Area 3-14A — Corrupted and Evil Platanus Trees: This row of Platanus trees spans the entirety of the cavern, running north to south. They were planted and awakened by the shaman, G'ruk, to act as a vicious fence to keep out unwanted intruders.

Corrupted Platanus tree (10): Init +0; Atk branch +3 melee (1d8); Crit M/d12; AC 15; HD 6d8 (hp 33, 24, 24, 37, 16, 21, 46, 27, 23, 26; north to south); MV 0'; Act 3d20; SP branch barrier, fire resistant (half damage from fire), hardy,





healing sap, immune to *sleep* and *charm*; SV Fort +3, Ref N/A, Will +2; AL C.

Branch barrier: The trees allows cows, minotaurs, lizardmen, and gnolls to pass freely beneath them. But, if another sapient approaches within 50′ of them, they lower a network of branches that act as a barrier, tearing at the flesh of any intruder trying to cut their way through. PCs attempting to push through automatically suffer 2d6/round, and have their movement reduced to 10′. To cut a path through the barrier requires inflicting 40 damage (AC 13). This creates an approximately human-sized tunnel, 15′ long. This does not count as damage done to the trees themselves.

Hardy: To kill the trees, the trunks must first be reached. Doing so requires cutting a path directly to the trunk of the tree, requiring inflicting at least 20 damage (AC 13). Once at the trunk, the tree itself may be damaged.

Healing sap: The sap of the trees has restorative qualities and, if allowed to flow into a wound, heals 1d8 hp.

Area 3-15 — The Ancient Oak: *Rising one hundred forty feet into the air, the tree's trunk is over twenty feet in circumference and it supports a canopy which extends sixty-five feet in all directions. Unlike the otherwise green and verdant forest of the area, the leaves of this tree are a mixture of autumnal colors, and dead leaves litter the ground. The ancient tree is obviously in decline, with patchy bare spots visible amongst the branches.*

This ancient oak has stood since the time of King Agamemnos, over 1,000 years ago. It houses an ancient and wise dryad named Kore. She appears as a middle-aged, yet attractive woman. From the vantage point of the air or from the steps of the chapel (area 3-14) she can often be seen sunning herself between patches of shade on the lawn surrounding her tree. In fact, she often couches her head on the scaly hide of the golden lizard that guards her tree. The lizard is not very intelligent, and it does not distinguish between friend or foe (other than Kore herself). It has kept her safe for a millennium now, but both it and the dryad are dying. Even now the lizard's once glittering scales are losing their shine and her tree is losing its leaves.

Kore knows her way about the south wing of the palace and can give directions concerning the north wing. She has never been into the tunnels beneath and knows nothing of them. Not even hearsay. Because she poses no active threat, the beast men have left her alone. But lately, the

Minotaur King and his lieutenants have been eyeing her tree for the wood value.

Kore (elder dryad/oak hamadryad): Init +0; Atk club +2 melee (1d4 plus poison (2d6, DC 15 Fort save negates)), acorn +3 missile fire (1d3 plus poison (1d4, DC 15 Fort save negates), range 20′), or spell; Crit M/d8 or III/d8 (if wielding a weapon); AC 16; HD 3d8 (hp 13); MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey beauty, fey touch, immunity to poison, speak with beasts and plants, spellcasting (+7 spell check): Spells (1st) *cantrip, color spray, enlarge*; (2nd) *strength*; SV Fort +3, Ref +2, Will +5; AL C.

Fey beauty: The unearthly beauty of dryads is legendary. So striking are they in both form and feature that any creature that they turn their attention to risks being charmed by their unnatural poise and presence (DC 12 Willpower save negates) falling under the dryad's sway for 2d5 rounds. The charmed targets treat the dryad as a trusted friend to be protected and obeyed.

Fey touch (1/day): So ancient and powerful is Kore that the elder dryad can bestow her immunity to poison to a willing subject. Her touch grants full and total immunity to poison to the recipient, lasting for 1 week.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a dryad's tree can be used to craft a *+3 staff*.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Speak with beasts and plants: The dryad can communicate with beasts and plants as if they shared a language.

Golden lizard: Init -3; Atk bite +7 melee (1d12) and claw (x2) +5 melee (2d6); Crit M/d8; AC 17; HD 3d8 (hp 24); MV 40′, climb 20′; Act 1d20 (bite)+2d16 (claws); SP magically endowed; SV Fort +2, Ref -2, Will -2; AL N.

Magically endowed: This golden lizard is protected by a magical aura which blocks all forms of missile attacks (mundane or otherwise) and spells directly targeting it. Arrows halt in midair before dropping to the ground while spells reflect away from it as if hitting an unseen barrier.

Area 3-16 — Jailers for a Noble Tree: *Surrounding a massive ancient oak is a twelve-foot-tall stone wall, topped with spikes and large pieces of broken glass. The sharpened spikes point outward. Ringing the wall is a hedge of thick brambles, with thorns easily long as a dagger blade.*

There is a gate to the northwest that is hidden by the bramble hedge that guards the enclosure (DC 12 Intelligence check to locate). Fire does damage to the individual plants, but it does not spread.

Corrupted bramble hedge: Init +0; Atk special; Crit N/A; AC 14; HD 40d8 (hp 200); MV 0′; Act special; SP thorny barrier, regeneration (see below); SV Fort +3, Ref N/A, Will +2; AL C.

Regeneration: The brambles regenerate at a rate of 2/round and any path cut through them begins to close once 25+ hp have been regenerated. Sleeping PCs within a path as it closes suffer 3d4 damage every second round as the thorns slowly sink into their flesh. Such victims must be cut out.

Thorny barrier: The brambles require 50 damage to be inflicted on them before a person-sized hole or passage can be cut through them. When cut, these brambles exude sickly smelling vapor that puts anyone within 5′ to sleep (DC 12 Fortitude save negates). Victims sleep for (20-Stamina ability score) turns and are allowed an additional saving throw each time they incur damage.

Guarding against aerial attack are five ancient harpies. They sit on the southeastern roof of the palace and watch the approach of any intruders with their malevolent little eyes. If an assault is made on the hedge, they swoop down, harassing and using their song in an attempt to charm and lead victims away to be devoured. If PCs attempt to reach the dryad via flight or similar means, the harpies immediately attack to kill.

Harpy, ancient (5): Init +0; Atk short sword +5 melee (1d6+2) and claw (x2) +3 melee (1d6); Crit M/d10 or III/d10 (if wielding a weapon); AC 13; HD 5d8 (hp 21 each); MV 20′, fly 70′; Act 1d20+2d16 (claws); SP captivating song (DC 13 Will save negates); SV Fort +2, Ref +3, Will +6; AL C.

Captivating song: All creatures within 300′ must make a DC 13 Willpower save or walk toward the harpy in a hypnotized state. The hypnotized creatures use the most direct path and may walk off cliffs to their death. Those who reach the harpy stand motionless as long as the song continues and can only be roused by magical means or after 24 hours have passed.

THE PALACE OF THE MINOTAUR KING

This gleaming marble structure appears Greek in design with a gabled roof, ionic columns and sculpture filled pediments. Although most of the original furnishings of the palace are long gone from continual use, the building itself remains structurally sound. The current rulers of this place have not allowed their subjects to deface the rooms and statuary.

Area 3-17 — The Courtyard: *The courtyard of the palace is tiled with large, white marble panels. Two pools, filled with crystal clear waters, flank the stairs ascending into the palace itself. At the base of the stairs is a massive, blue-scaled, five-headed hydra. Embedded into each of its foreheads is a glittering sapphire.*

The two pools are 10′ deep and the water in them is balmy 100 °F. The entry to the palace is 10′ above the level of the courtyard. A hydra fiercely guards the entry to the palace although, if reduced to 7 hp, the creature tries to escape into the temple area while raising an incredibly loud hissing and honking noise to draw reinforcements (roll on the Palace Encounter Table; if the encounter rolled is not one that would normally come to the aid of an embattled hydra, the creature must finish its battle unaided). The sapphires between the eyes of each head are worth 100 gp each.

Hydra, five-headed: Init +4; Atk bite +6 melee (1d10+4); Crit 19-20 M/d10; AC 16; HD 1d10 ((7 hp) per head; hp 35); MV 20′, swim 40′; Act 1d20 per head; SP head regeneration, special damage tracking; SV Fort +9, Ref +7, Will +5; AL C.

Head regrowth: For every severed head, the hydra loses that head for 2 rounds…then on the third round following, two *new* heads grow from the old stump, and the hydra gains 14 hit points (two sets of 7 hp each). This regeneration can only be prevented by severing the heads with fire or acid. Finally, all remaining hydra heads heal damage at the rate of 1/round.

Special damage tracking: For every 7 damage incurred by a single-weapon strike, one head is severed, and damage in excess of 7 hp on the last strike is lost. For example, a single sword blow inflicting 9 damage severs one head for 7 hp, and the remaining 2 hp "overflow" is lost. Area of effect attacks (such as a *fireball*) can damage more than one head at once, and do not lose overflow damage.

Track the hydra's hit points in 7-hp increments, recording its hit points like this:

Head 1: 7 hp
Head 2: 7 hp
Head 3: 7 hp
Head 4: 7 hp
Head 5: 7 hp

Area 3-18 — Temple Hall of the God, Zeus: *The stonework in this hall is ornately carved and richly decorated with scenes of battle, magic and the lives of the gods. To the west is a statue of a bearded, muscular man clutching a pair of crossed thunderbolts in his right hand. He is seated on a throne of gold. On the wall above the statue is another pair of crossed thunderbolts. The doors in the north wall seem to be constructed of solid gold, as do the doors in the south wall.*

The statue at the west end of the hall is of the god, Zeus. If the statue is approached within 20′, the sounds of distant thunder can be heard. The golden throne upon which the statue sits is merely gilt marble, although the gilt alone is worth 1,000 gp. Anyone touching the statue itself receives a mild, but harmless, electric shock. Like the throne, the doors are merely wood covered in gilt. A dwarf scenting for gold and succeeding in a DC 13 underground skills check realizes that the smell of gold is not nearly strong enough for the apparent amount of gold in this hall.

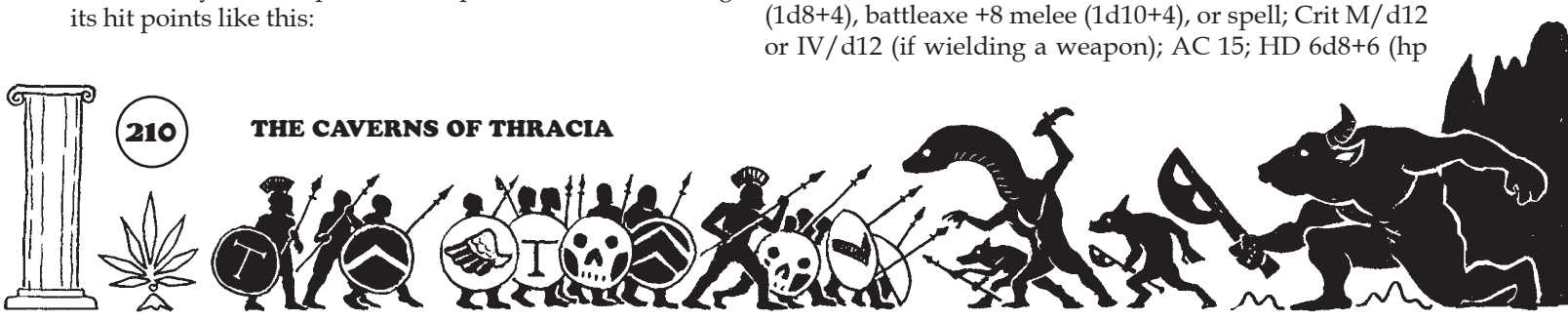
The secret doors in the south wall are disguised as relief sculpture panels and require a DC 14 Intelligence check to discover.

Area 3-19 — Throne Room of the Minotaur King: *This is the throne room where a monarch would hold court. The floors here are carpeted, but the carpet is worn and threadbare, with the marble floor showing through in places. The walls are decorated with alternating panels of low relief sculpture and panels of intricately wrought paintings of hunts, ceremonies, banquets, and orgies.*

The hulking throne is crudely sculpted out of black stone with little thought to decoration. It is, however, large enough to support an occupant with a massive frame. The draperies on the walls behind the throne part in the middle and, while woven of heavy cotton fustian, they show their age and wear. Rusty iron braziers to either side of the throne. They produce a dim light with little smoke. They are the only light in the room.

There is a 30% chance that the first time the room is entered the Minotaur King is holding court and has a squad of gnoll bodyguards present and one of his lieutenants, the dog-brother Bitterbark. If the court is attacked, the Minotaur King and Bitterbark stick around long enough to ascertain the direction the battle is going and then if in danger leave by the quickest route available.

Stronghorn, the Minotaur King: Init +8; Atk gore +8 melee (1d8+4), battleaxe +8 melee (1d10+4), or spell; Crit M/d12 or IV/d12 (if wielding a weapon); AC 15; HD 6d8+6 (hp



50); MV 30'; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn, spellcasting (+8 spell check): Spells (1st) *charm person, magic shield, sleep, ward portal*; (2nd) *invisibility*; (3rd) *fireball, haste*; SV Fort +6, Ref +8, Will +4 (see below); AL C.

Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Strength 24 (+6)) or be hurled back 20'.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus to Willpower saves against these spells.

Stronghorn is the descendant of a long line of minotaurs who have constantly produced highly intelligent offspring. It is suspected that his ancestors were magically altered in some way.

Gnoll (beta) (6): Init +0; Atk bite +2 melee (1d3+2), two-handed sword +2 melee (1d10+2), longbow +1 missile fire (1d6), or spell; Crit 19-20, M/d6 or III/d6 (if wielding a weapon); AC 13; HD 2d12 (hp 14, 13, 12, 11, 10,10); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Bitterbark (dogbrother): Init +1; Atk bite +5 melee (1d5+1) or longsword +5 melee (1d8+3); Crit M/d10 or IV/d10 (if wielding a weapon); AC 15; HD 4d8+2 (hp 17); MV 50'; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60'; SV Fort +2, Ref +3, Will +2; AL C.

Keen senses (sight, hearing and scent): All creatures within 120' suffer a -1d penalty to all attempts made to avoid detection by the dogbrother.

Area 3-20 — The Singing Caryatid Columns: *Three eight-foot-tall caryatid columns, sculpted in the form of three beautiful women, support the lintel over this window. The face outwards, looking out over the palace's lawn.*

Inside, from the floor to the ledge upon which they stand is 3' while from the outside lawn, the distance is 13'.

If these sculptures are touched in any way, they begin to sing beautifully – and LOUDLY. This action draws the attention of any being in the southern wing of the palace while also paralyzing anyone hearing the song for the

first time (DC 15 Willpower save negates). The singing lasts for 10 rounds and the paralysis lasts the duration of the song. Once begun, there is no way to stop the singing until it is finished, save for destroying the statuary (AC 20, 75 hp each).

Area 3-21A — Storeroom Clerk's Office: *Seated at a desk in the north end of this room is a little man, perhaps forty to fifty years old. He is poring over a pile of ledgers, closely examining the numbers within. Standing nearby, a pair of bored-looking gnolls are deep in conversation.*

The man is Grassus, the clerk in charge of the Minotaur King's food stores. He is a trusted slave, and he prefers his position with the beast men to any possibility of freedom. Given the chance, he escapes and betrays any intruders to his masters. He has toiled for the gnolls for a long time, becoming fluent in Gnoll, Minotaur, and Tribal Common. As the room is entered, he is going over the list of stores, which are written in Thracian (since the local tribes have no written language and the beast men's tongues are not suited to clerkly material – let alone math).

Unless otherwise alerted, the two gnoll warriors in this room are deeply involved in their conversation and do not notice anyone entering until 2 rounds later. If attacked, they yell for help, drawing reinforcements from area 3-21B.

Grassus: Init -2; Atk dagger -2 melee (1d4); Crit IV/1d6; AC 9; HD 2d4 (hp 7); MV 30'; Act 1d20; SP read Thracian; SV Fort -2, Ref -2, Will +2; AL N.

Gnoll warriors (2): Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), longbow +1 missile fire (1d6), or spell; Crit III/d6; AC 13; HD 1d8+4 (hp 12, 9); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d14 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 3-21B — Storeroom: *The walls of this massive warehouse are packed with urns, amphorae, and boxes appearing to contain various foodstuffs. Several figures move about the area, taking inventory.*

This is the palace's food warehouse, housing a vast store of supplies including grain, wine, olive oil, dried meat (beef and human), hard cakes, honey, nuts, flour, wild rice, spices, salt, dried fruit (apples and pears) and onions. Guarding this room and supervising the human peasants who are taking inventory are a patrol of six gnolls and a dogbrother mystic named Wuffletree. Wuffletree values his hide in the extreme and if faced with certain death (or even the possibility of death), he surrenders or flees.

A successful DC 14 Intelligence check reveals that the wear pattern on the floor near the boxes of figs is too smooth and regular to be accounted for by the mere shifting of supplies. Moving the boxes of figs aside reveals the secret doors.

Gnoll (6): Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), longbow +1 missile fire (1d6), or spell; Crit III/d6; AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Peasant (8): Init -2; Atk club -1 melee (1d4-1); Crit IV/d; AC 9; HD 1d4 (hp 2 each); MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N4.

Wuffletree (dogbrother mystic): Init +1; Atk bite +5 melee (1d5+1), dagger +5 melee (1d4+3) or +5 missile fire (1d4), or spell; Crit M/d10 or IV/d10 (if wielding a weapon); AC 15; HD 4d8+2 (hp 20); MV 50'; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60', *scroll of haste* (result 18), spellcasting (+4 spell check): Spells (1st) *cantrip, charm person, detect magic, sleep, ward portal*; (2nd) *phantasm*; SV Fort +2, Ref +3, Will +2; AL C.

Keen senses (sight, hearing and scent): All creatures within 120' suffer a -1d penalty to all attempts made to avoid detection by the dogbrother.

Area 3-22 — Lair of the Minotaur King: *This high-ceilinged room is lit both by sky-lights as well as a fire being tended by three minotaur cows. Slowly roasting in the fire is the spitted carcass of a woman while two minotaur calves play, charging at one another and loudly butting heads.*

This is the chamber that the King of the Beast men calls home. There is a 10% chance that the Minotaur King is in here (see area 3-19). The three minotaur cows (Cowlypso, Desdemoona, and Moophelia), are paragons of bovine beauty, the largest being Moophelia, the mother of Stronghorn's calves. The smallest of the cows, Desdemoona, is highly intelligent and has learned to cast *charm person*.

The calves are only semi-intelligent and are always hungry. The minotaur calves attack immediately anything human that does not resemble a slave and even then, they roughhouse with that person.

The "secret doors" to the temple are not secret from this side. However, they are trapped. If the stone face in the center of the right-hand door is not spun so that it is upside down when the door is opened, a hail of large rocks are dropped on top of victims within a 10' radius for 4d6 damage (no saving throw).

One of the benches is actually a chest containing 500 gp, and a *potion of heroism* (p. 224, DCC RPG).

Cowlypso (minotaur cow): Init +8; Atk gore +6 melee (1d8+4) or short sword +6 melee (1d6+4); Crit M/d10 or III/d10 (if wielding a weapon); AC 15; HD 4d8 (hp 28); MV 30'; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Desdemoona (minotaur cow): Init +8; Atk gore +6 melee (1d8+4), short sword +6 melee (1d6+4), or spell; Crit M/d10 or III/d10 (if wielding a weapon); AC 15; HD 4d8 (hp 20); MV 30'; Act 2d20; SP bull charge, spellcasting (+2 spell check): Spells (1st) *charm person*, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Moophelia (minotaur cow): Init +8; Atk gore +6 melee (1d8+4) or short sword +6 melee (1d6+4); Crit M/d10 or III/d10 (if wielding a weapon); AC 15; HD 4d8 (hp 29); MV 30'; Act 2d20; SP berserk, bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Berserk: Entering combat, Moophelia goes berserk, gaining a +2 on attack rolls, and gaining 10 temporary hit points.

Bull charge: A minotaur cow initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Strength 20 (+4)) or be hurled back 20'.

Minotaur, calf (2): Init +4; Atk gore +4 melee (1d4+2) or bite +4 melee (1d2); Crit M/d8; AC 13; HD 2d8 (hp 13 each); MV 30'; Act 1d20; SP calf charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Calf charge: A minotaur calf initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d4 damage (for total of 2d4+2), and the target must make an opposed Strength check (treat the minotaur as Strength 16 (+2)) or be hurled back 20'.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Will saves against these spells.

Area 3-23 — Stairway into the Dungeons: *A draft from downstairs carries the rank stench of acrid animal filth. The stone of the stairs is well worn, from the passage of countless feet.*

This stair leads down into the dungeons and lower recess of the palace itself. Since the beast men took over, the stair has been rigged with a pair of traps firing three spears each. These traps are maintained regularly and were set up to keep slaves from escaping this way or from bothering the manticores in area 4-1. The traps fire off horizontally to hit chest high at the points marked by "▶" on the map, inflicting 3d6 damage (DC 16 Reflex save for half damage). Any, repeat any, noise in this stair alerts the manticores to the presence of visitors. The manticores then prepare an ambush if the correct password is not spoken. (Determine password in effect below.)

PASSWORDS

1) The Rocks Bleed Black Blood

2) Speak the Spell

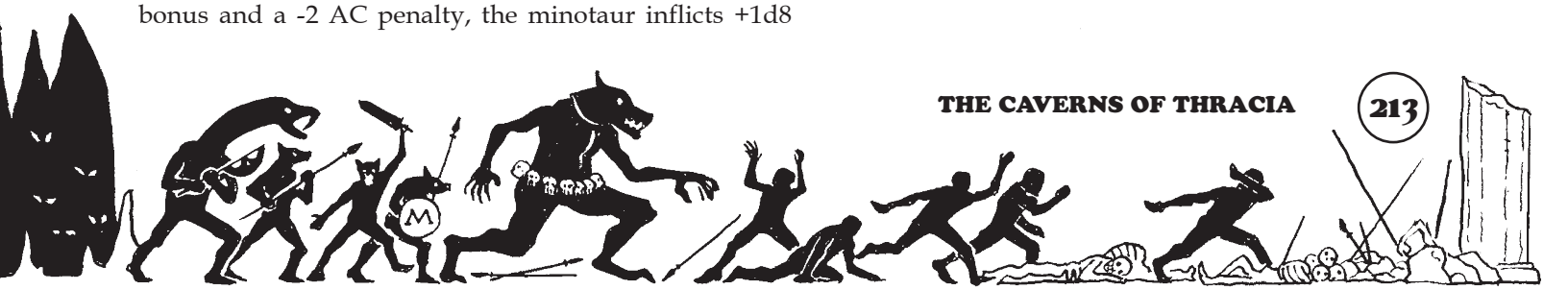
3) Lost Lairs of the Lizard King

4) Dead Men Tell No Tales

5) Kill the Humans

6) Thanatos is Dead

If the password is spoken, the manticores judge the speaker to be alright. The commander of each patrol of all the different species knows the password.



Area 3-24 — Pool of Watery Wonders: *The air in this room is warm and swirls with humid vapors. The floor is tiled, set in various aquatic designs portraying fish, nymphs, sea gods, and leviathans of the deep. The sea monsters. The ceramic tiles glisten with dampness. The center of the chamber is dominated by a forty-foot round pool, the obvious source of the moisture. Arranged around the pool, at the four cardinal points, are three-foot white marble bowls, each atop a three-foot-tall pillar of black marble.*

The waters in the pool are merely 4' deep, and perfect for lounging and soaking. While this is not a magic pool, in and of itself, it can be used to work magical wonders. The water is heated from below, kept at a temperature of 120 °F. The pool was originally a bath and is still used for this purpose by the minotaur cows in area 3-22. The pool also has a second, more arcane purpose.

The marble bowls are empty, but there are magical runes inscribed on the rim of each bowl. The bowls are magic devices, using the water from the pools to power them. The Minotaur King knows the function of them, but he has never used any of them. If necessary to protect his domain, he will. The dogbrother, Wuffletree, has used all functions of the pool (including bathing), save for its ability to summon a water elemental. Removing the bowls from the chamber destroys their power.

- *North Bowl*: This bowl's arcane writing (*read magic* or other similar effect to decipher) describes the process for summoning a water elemental. The process requires filling the bowl with water from the pool and speaking the proper ritual and takes a full turn to complete. Once concluded, the ritual summons a massive water elemental that uses all the water in the pool to form itself.

  The water elemental may be sent through the teleport by setting up the teleport and then creating the elemental which is then sent to the desired location, emptying the pool of all water. This is one way in which the Minotaur King might wreak revenge on intruders. By first using the east bowl to locate, followed by the south bowl to show the offending party, wherever they are, The Minotaur King may finally use the west bowl to send the elemental through to them, maintaining control by viewing the scene in the clairvoyance bowl. The water in the pool refills in 1 turn.

  Elemental, water: Init +6; Atk slam +10 melee (2d6); Crit M/d20; AC 16; HD 12d8; MV 40', swim 80'; Act 3d20; SP engulf and drown, vulnerable to fire and heat (double damage), elemental traits; SV Fort +8, Ref +8, Will +8; AL N.

  Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

  Engulf and drown: A water elemental attempts to move over its opponents, engulfing them within its space. It can still slam engulfed targets as it buffets them within its waves and, when a target is engulfed, it may begin to drown. An engulfed target suffers -4 to attacks and must make an opposed Strength check (vs. +4) to push its way out. For each round it starts engulfed, the target must succeed on a DC 16 Stamina check. When the first check fails, the target is drowning. Once drowning, the creature loses 1d6 Stamina at the end each of its initiative counts.

- *East Bowl*: The writing on this bowl describes a process by which the person casting the listed spell may cause the bowl to operate as a ritualized *locate object* spell able to find any object within the cavern complex (it does not work on anything beyond the caverns of Thracia). Once the water is magicked, a glowing pointer hovers atop the surface of the liquid and points in the direction of the desired object, even pointing up or down. The bowl is designed so that the water may be poured off into a different vessel and thus become portable. Once the item is found, the water vaporizes in a flash of steam, inflicting 1d3 damage to whomever is holding the bowl or container (unless otherwise protected). The ritual lasts 1d6 hours.

- *South Bowl*: This bowl functions by granting a special form of clairvoyance when properly magicked. It reveals any desired location within the caverns of Thracia, up to four separate locations. If no specific room is desired, randomly determine the area shown. Once a location is chosen, the waters of the bowl and pool begins to glow, illuminating the desired room in both.

- *West Bowl*: This bowl is the teleportation bowl. The ritual involved required the south bowl to first be activated to determine a destination. Then the east bowl must be brought into function and the *locate object* spell brought to bear on the room depicted in the pool. At this point the teleportation unit is primed and the image in the pool disappears. As long as there is water in the three bowls and the pool it stays primed. There is a cord on the underside of the west bowl that opens up a drain in the bottom of the vessel. Once pulled the bowl drains in 1 round. The teleport is activated by jumping into the 4' deep pool. The jumper then arrives, slightly damp, at the predetermined site. If neither the south bowl nor the locate bowl are used then a random destination must be determined and those entering the pool are sent there. However, there is an error factor involved.

1d100	Teleportation Error Factor
01 - 50%	Teleportees appear 1d6″ too high. They incur no damage as they land but suffer a -1 penalty to initiative for each inch if arriving in a combat situation.
51 - 90%	Teleportees appear 1d20′ too high, their fall inflicting 1d6 damage per 10′ fallen. If dropped into a combat situation, victims are prone and lose their first round of initiative actions. If teleported into a ceiling, see 91-00% below.
91 - 00%	Teleportees appear 1d10′ too low. This could have several possible results (mostly limb amputation and instant death). It is left to the judge's discretion to determine the results based on the situation.

Area 3-25 — Weapons Room of the Dogbrothers: *Light filters in from skylights in the ceiling and from a small campfire in the south end of the room, illuminating this once ornate room. Soot-stained drapes hang from the ceiling twenty feet above, their shredded remains extending to roughly ten feet from the floor. What remains of the drapes are torn and ragged, and all color has long since faded. The ceiling and upper walls are also coated with a thick layer of carbon black. A number of battered tribal shields have been hung upon the walls as trophies, their bright colors standing in stark contrast to the soot-covered walls and drapes.*

Two lizardman mercenaries are here sparring, while a third looks on. In the northeast comer is a pile of battered weapons containing a stone mace, a bronze short sword, a flail, a two-handed sword (broken in two pieces at the hilt), and the head of another mace. The shields upon the walls are badly damaged and provide armor protection for a single combat before falling to pieces.

The heavy wooden doors on the east wall are barred from the other side to prevent entry.

Lizardman mercenary (3): Init -2; Atk bite +3 melee (1d4), spiked warclub +3 melee (1d7), or dart +3 missile fire (1d4); Crit M/d8 or III/d8 (if wielding a weapon); AC 15 (shield); HD 2d8 (hp 13, 11, 10); MV 30′, swim 30′; Act 1d20; SP move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref +0, Will +2; AL N.

DOGBROTHER LAIRS

The short hall connecting areas 3-26 and 3-27 is dark except for a flickering candle stuck in a sconce at the east end of the corridor. The door to area 3-26 is ornately carved with images of goddesses and seductive looking concubines. The door to area 3-27 is carved with scenes of passion.

The table is magic. It conjures up enough food to lavishly feed eight people daily and the delicacies are always different from day to day (*food of the gods* was never like this!!). Weighing only 25 lbs., the table is 3′ x 3′ x 2′. It is rather delicate and, if dropped, splinters and breaks. There is a 25% chance that it will still function, but that the food it produces is foul tasting or foul looking and has a 40% chance of being poisonous. The candles upon the table burn with magical light and will only burn while sitting atop the functioning table. If removed, they immediately go out.

Two dogsisters named Spittletongue and Sniffletail are in this chamber. Spittletongue is dining at the table while Sniffletail lies on her side, feeding a litter of six pups.

Area 3-26 — Lush Lair of a Dogbrother: *If other portions of the palace are grim and devoid of finery, then here it must all be collected. Rich, bright tapestries hang on the walls, depicting the goddess of love and her paramours. The floor is covered with a deep luxurious carpet of brilliant color. The east end of the room is deep with cushions and furs. A low table at the west end is set with artfully cut crystal ware. There are ripe fruits set out and on the table is a huge roast of beef, seemingly simmering with juices. The room is lit by a pair of unwavering candles, sitting amidst the finery upon the table.*

Dogsister (2): Init +1; Atk bite +5 melee (1d5+1) or dagger +5 melee (1d4+3) or +5 missile fire (1d4+3); Crit M/d10 or III/d10 (if wielding a weapon); AC 15; HD 4d8+2 (hp 18 each); MV 50′; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60′; SV Fort +2, Ref +3, Will +2; AL C.

Dogbrother pup (6): Init +1; Atk bite +1 melee (1d3); Crit M/d6; AC 9; HD 1d6 (hp 5 each); MV 30′; Act 1d20; SP keen senses (sight, hearing and scent), infravision 60′; SV Fort +0, Ref +1, Will +0; AL C.

Keen senses (sight, hearing and scent): All creatures within 120′ suffer a -1d penalty to all attempts made to avoid detection by the dogbrother pup.

Area 3-27 — A Second Lush Lair: *This lushly appointed room is hung with ornate draperies, sewn and stitched artfully with gold and silver thread. The floor is thickly carpeted, and cushions lie about everywhere. A tray of food sits on the floor, holding four goblets of wine, a huge portion of roast beef, and several small spice cakes. A pile of furs is heaped against the north wall.*

A dogbrother, Wark, is being entertained by a trio of comely (at least, to another dogbrother) young dogsisters: Flashtail, Prettyclaws and Pinkfang. Covered by the pile of furs is a locked chest which contains 2,000 cp and 250 gp. Wark has the key on his person, although it may be opened with a successful DC 10 *pick lock* check.

Wark (dogbrother): Init +1; Atk bite +5 melee (1d5+1) or longsword +5 melee (1d8+3); AC 15; Crit M/d10 or III/d10 (if wielding a weapon); HD 4d8+2 (hp 20); MV 50′; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60′; SV Fort +2, Ref +3, Will +2; AL C.

Dogsister (3): Init +1; Atk bite +5 melee (1d5+1); Crit M/d10; AC 15; HD 4d8+2 (hp 26, 25, 19); MV 50′; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60′; SV Fort +2, Ref +3, Will +2; AL C.

Keen senses (sight, hearing and scent): All creatures within 120′ suffer a -1d penalty to all attempts made to avoid detection by the dogbrother or dogsister.

Area 3-28 — A Gnollic Guardpoint: *The air here, besides being permeated with the malodorous funk of unwashed beast men, smells heavily of cooked food. Clearly a guard post, this chamber lacks the accouterments of idle guards, no dice or cards, no bottles of wine nor flagons of ale. Simply a weapons rack and a number of alert beast men.*

A squad of gnolls attentively stand watch here, afraid of the repercussions from the minotaurs within 3-29 should they fail in their task (those same minotaurs investigate any loud commotion). Each gnoll carries 1d3 gp in various pouches.

Gnoll (6): Init +0; Atk bite +1 melee (1d3), two-handed sword +1 melee (1d10), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 8 each); MV 30′; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 3-29 — Kitchen: *This warm and steamy room is obviously a large kitchen, for serving the troops living in the palace. Large pots are bubbling with food which is neither eye-appealing nor taste-tempting. It all looks like a grey mush with greasy lumps floating in it. A number of humans bustle about, tending to the cooking while a pair of large minotaurs stand guard over them.*

If it can be gagged down, the food here is edible and nutritious and serves as rations for those in the direst of need. The slop keeps unspoiled for up to a week, when it begins to mold – which actually improves the taste. The moldy food, no matter how flavor-enhanced, also serves as a source of botulism, the food poisoning causing a loss of 1d3 Stamina which lasts for 48 hours (DC 14 Fortitude save negates).

Tending the kitchen are six human scullery slaves who have never known any other life than living in the palace, even sleeping here at night (after a dimming of the overhead lights). Thus, they only speak Tribal and Gnoll. They are scared out of their wits by intruders and only fight to defend themselves. Guarding the slaves and the kitchen from invasions of hungry residents are a pair of minotaurs aptly named Moos and Horrni. These guards do not fight in silence, and moo for all they're worth while fighting. This begins to draw at least one party of wandering monsters and should draw all troops within 50′ into the fray.

Scullery slaves (peasant) (6): Init -2; Atk iron pot -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 3 each); MV 30′; Act 1d20; SV Fort -1, Ref -2, Will -1; AL C; Crit I/d4.

Minotaur (2): Init +8; Atk gore +8 melee (1d8+4) or battleaxe +8 melee (1d10+4); Crit M/d12 or IV/d12 (if wielding a weapon); AC 15; HD 6d8+6 (hp 35, 31); MV 30′; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

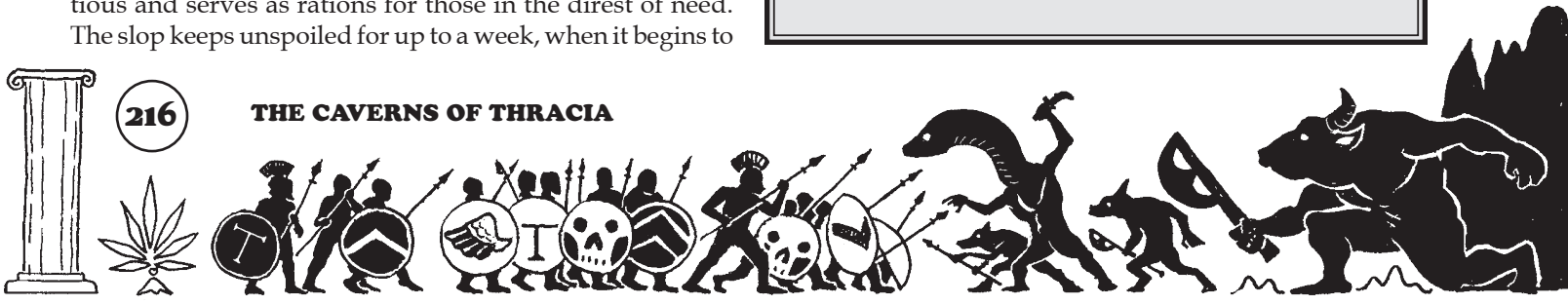
Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Strength 24 (+6)) or be hurled back 20′.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Willpower saves against these spells.

GNOLL HALL GUARDS

A pair of gnolls stand guard within the hallway leading to area 3-30. They stand alertly staring towards the door opposite them, their backs against the eastern wall. Sighting intruders, they immediately sound an alarm and attack.

Gnoll (2): Init +0; Atk bite +1 melee (1d3), polearm +1 melee (1d12), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 8 each); MV 30′; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.



Area 3-30 — Office of the Guard: *A central sand table dominated this room. Within it stand a number of small figures. A desk against the north wall holds several rolled maps, while other parchments are scattered about the surface, the crude writing upon them large enough to be readily visible, even from the door. A large cabinet stands against the west wall. The air here is thick with animal musk and old tobacco.*

This is the chief guardroom and in it are the commanders of the various beast men, discussing placement of guards, expansion of patrols and procurement of more slaves and supplies. The maps rolled on the desk (see Player Handout #7) crudely depict Levels 1-4, although they do not reflect any secret doors, sub-levels, or hidden areas. The other parchments are covered in hash marks, tracking the sentries and where they are assigned. These schedules are utterly incomprehensible to anyone but Bullick. Bullick is the eldest son of the Minotaur King and serves as his second in command.

The locked case (requiring a DC 15 *pick lock* check to unlock) holds the valuables of the commanders as well as emergency funds consisting of 4,000 cp and 1,000 gp in bags of 100 coins each. The key to the case hangs from Bullick's belt.

Barkbite (dogbrother hetman): Init +1; Atk bite +5 melee (1d5+1) or longsword +5 melee (1d8+3); Crit M/d12 or IV/d12 (if wielding a weapon); AC 15; HD 6d8+2 (hp 30); MV 50'; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60'; SV Fort +2, Ref +3, Will +4; AL C.

Keen senses (sight, hearing and scent): All creatures within 120' suffer a -1d penalty to all attempts made to avoid detection by the dogbrother.

Bullick (minotaur chieftain): Init +8; Atk gore +8 melee (1d8+4) or battleaxe +8 melee (1d10+4); Crit M/d12 or IV/d12 (if wielding a weapon); AC 15; HD 6d8+6 (hp 43); MV 30'; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Strength 24 (+6)) or be hurled back 20'.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Willpower saves against these spells.

Gradsh (gnoll alpha): Init +4; Atk bite +3 melee (1d3+3), two-handed sword +3 melee (1d10+3), or spell; Crit 19-20 M/d10 or III/d10 (if wielding a weapon); AC 15; HD 4d12 (hp 24); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d16 spell check); SV Fort +3, Ref +2, Will +1; AL C.

Hssssdk (lizardman warleader): Init +1; Atk bite +4 melee (1d4+1), two-handed war club +3 melee (1d8+1), or dart +4 missile fire (1d4+1; 4 darts); Crit M/d8 or III/d8 (if wielding a weapon); AC 16; HD 4d8 (hp 30); MV 30', swim 30'; Act 1d24; SP move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +1, Will +1; AL N.

Area 3-31 — Beam of Blasting Light: *This room is a large dome, fifty feet in diameter and forty feet from floor to peak. Although there is no hole in the ceiling, what appears to be a shaft of sunlight descends from the ceiling. The light forms a ten-foot-diameter circle on the floor, at the northernmost reaches of the room. The light is slowly moving along the floor, dust flares as it is burned away by its intensity, and the stone glows red in its wake. Chained face up and spread-eagle in the center of the floor is an older looking human, most likely a local tribesman by his appearance and ritual scarification.*

The captive chained to the floor is Holoste, a tribal shaman. He was captured by a lizardman patrol and was the only member of his band not to be torn apart and eaten. The gnolls were afraid to tempt the fates by directly slaying the shaman and so instead brought him back here to die slowly. His chains are pulled through rings set into the floor and require a DC 14 *pick lock* check, per chain, to unfasten. Attempts to sever the chains require a successful Mighty Deed of Arms of 4+ with an attack made against AC 18. If freed, Holoste is grateful, but seeks to escape back to his tribe at the earliest opportunity.

The light begins directly in front of the secret door and slowly moves southwards at a rate of 5' per round. In 4 rounds, the light falls upon Holoste. The brightly burning beam inflicts 8d6 damage (DC 16 Fortitude save for half damage) and, if not released, full passage of the light over Holoste most assuredly kills him. Watching this all unfold are a trio of wide-eyed gnoll pups.

Holoste (tribal shaman): Init +0; Atk fist +3 melee (1d3 subdual), by weapon +3 melee, or spell; Crit III/d10; AC 9; HD 3d8 (hp 21); MV 30'; Act 1d20; SP lay on hands, spellcasting (CL 3, +4 spell check): Spells (1st) *detect evil, protection from evil*; SV Fort +1, Ref +1, Will +4; AL L.

Gnoll pup (3): Init +0; Atk bite -1 melee (1); Crit M/d4; AC 10; HD 1d4 (hp 2 each); MV 30'; Act 1d20; SP big eyes; SV Fort -2, Ref +4, Will -2; AL C.

Big eyes: Gnoll pups look much akin to baby hyenas, with big round ears and soulful eyes. Creatures meeting their gaze must succeed at a DC 10 Willpower save or be

horrified by the thought of attacking such adorable little puppies and be rendered unable to attack them with lethal force. If required to combat the creatures, they instead attempt to subdue them (see p. 96, DCC RPG). Chaotically inclined creatures receive a +1d bonus to the save.

Area 3-32 — An... Empty Room: *This marble-paneled room is utterly empty, its only feature being a giant pair of baleful, glowing, amber-colored eyes on the north wall. The eyes are stationary, yet somehow seem to stare directly into your own. The effect is quite unsettling.*

Yes! In every dungeon complex there has to be at least one empty room. A place with nothing interesting in it. A space to rest momentarily from pursuit. A place no monster would think to look. This is one of those places…

Except for the eyes (of course) and the secret doors hidden in the east, west, and south walls (DC 14 Intelligence checks to discover each one). Did we mention that the eyes radiate a definite feeling of evil and seem to chill the very soul? Well, they do. If the PCs remain within the room for more than 3 rounds, have them make a Willpower save, for which they automatically succeed (but feel free to encourage them to spend Luck if they roll poorly).

Really, the eyes only seem evil and creepy.

Area 3-33 — Hall of Harrowing Hands: Actually, this is a stairway, but "stair" isn't alliterative with "hands". When this room is entered, read the following:

The walls sprout swarms of long arms with grasping hands which reach out towards all present. The hands repeatedly open and close, clutching and grabbing the air around them.

The hands further extend 20′ down the stairway and are the same texture and temperature as the surrounding stone (yet are strangely pliable). The hands, while disturbing, are ultimately only a mild irritant, remaining harmless unless attacked. If struck, the situation changes, and the hands seek to tear apart anything which comes within range of their grasp. Once the hands have been attacked, they remain combative for 1 turn, attacking anything coming within range. Should they be damaged, this is extended to a full 2 hours.

Harrowing hands (swarm) (10): Init +0; Atk tearing grasp +3 melee (1d3+1, range 10′); Crit M/d8; AC 15; HD 3d8 (hp 14 each); MV 30′; Act 2d20; SP attack all targets within 10′ x 10′ space, half damage from non-area attacks, immune to fire, susceptible to *transmute earth* (rendered inert for 12 hours by any successful casting); SV Fort -1, Ref -2, Will +4; AL C.

Area 3-34 — Habitat of Gnoll Nursemaids and Cubs: *The contents of this room are utter chaos. Small toys are scattered about, soiled bedding piles have been strewn about haphazardly, and dried bits of food cling to the walls. Whatever this room once was, it appears to be a nursery or playroom now.*

Whatever this room may have served for before, it is now the home for twenty female gnolls and the tribe's pups. The nursemaids are exhausted from the number of pups in their charge and do not immediately attack if the room is entered. Indeed, with so many pups in the recent litters, they do not even be upset by the killing of a single cub – although this puts them on alert. However, if they are attacked, or the intruders seem set upon the wholesale slaughter of the pups, they attack and fight to the death.

The pups range in age from a few weeks to almost a year old. Gnolls mature quickly and within four and a half years they have matured and fully grown.

Gnoll nursemaid (20): Init +0; Atk bite +1 melee (1d3), by weapon +1 melee, or spell; Crit M/d8 or III/d8 (if wielding a weapon); AC 12; HD 2d8 (hp 14, 14, 14, 12, 12, 12, 11, 11, 11, 11, 10, 9, 9, 9, 9, 8, 8, 8, 6, 6); MV 30′; Act 1d20; SP *invoke patron* (Ithha, d16 spell check); SV Fort -1, Ref -2, Will +4; AL C.

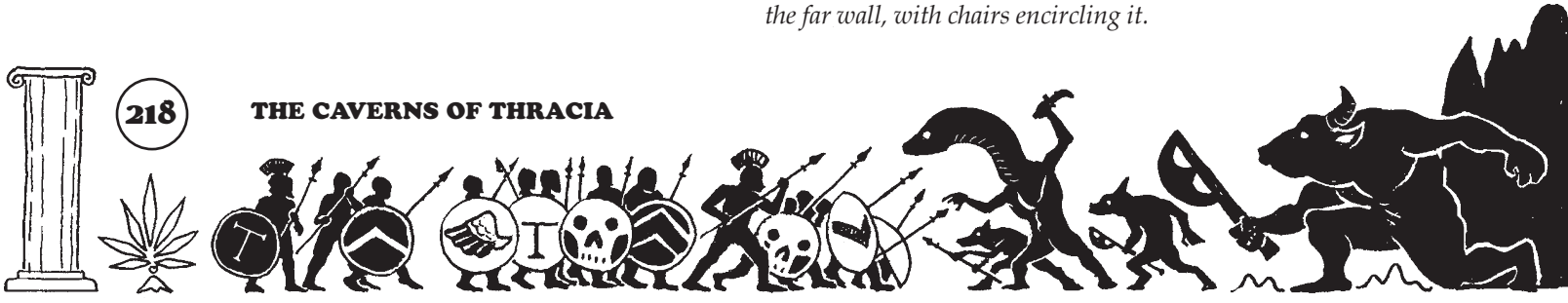
Gnoll pup (17): Init +0; Atk bite -1 melee (1); Crit III/d4; AC 10; HD 1d4 (hp 2 each); MV 30′; Act 1d20; SP big eyes; SV Fort -2, Ref +4, Will -2; AL C.

Big eyes: Gnoll pups look much akin to baby hyenas, with big round ears and soulful eyes. Creatures meeting their gaze must succeed at a DC 10 Willpower save or be horrified by the thought of attacking such adorable little puppies and be rendered unable to attack them with lethal force. If required to combat the creatures, they instead attempt to subdue them (see p. 96, DCC RPG). Chaotically inclined creatures receive a +1d bonus to the save.

Gnoll child (6): Init +0; Atk bite +0 melee (1); Crit III/d4; AC 10; HD 1d6 (hp 4 each); MV 30′; Act 1d20; SV Fort -1, Ref +3, Will -1; AL C.

Gnoll adolescent (3): Init +0; Atk bite +1 melee (1d3), or by weapon +0 melee; Crit M/d6 or III/d6 (if wielding a weapon); AC 10; HD 1d8 (hp 6 each); MV 30′; Act 1d20; SV Fort +0, Ref +2, Will +2; AL C.

Area 3-35 — The Inner Habitat: *The atmosphere here is almost serene, with the contents of this chamber being neat and orderly. Six beds are spaced along the walls, with a slightly stained rug in the center of the room covered with small toys and poppets. Spread out between the beds are a number of smaller piles of bedding, more akin to a pile of furs and straw as opposed to the apparent comfort afforded by the beds. A table is set near the far wall, with chairs encircling it.*



This chamber is the lair of the older gnoll matrons whose wisdom rules here. As gnoll males seem only to know how to bully and fight, so the females must control their small tribe. They allow the males to think they are in control, making the decisions, but find it almost dishearteningly easy to influence their thinking. There are six old gnoll females in here, and five favored gnoll pups play on the rug, rolling on their backs and tugging at dolls with their teeth. One of the matrons is seated atop a box in the northeast corner of the room.

If greeted civilly, the matrons (only knowing how to speak Gnoll) struggle to communicate with the PCs. They seek an outcome to the encounter that doesn't require bloodshed and reserve such barbarism as a last resort. However, should the pups be threatened, the matrons immediately respond, several of them invoking Ithha before leaping into combat.

The box in the corner is unlocked and contains the treasure of the tribe: 800 cp, 150 sp, 400 gp, 1 piece of amber (50 gp each) and a single block of turquoise (25 gp).

Gnoll matron (6): Init +0; Atk bite +1 melee (1d3), by weapon +1 melee, or spell; Crit M/d8 or III/d8 (if wielding a weapon); AC 12; HD 2d8 (hp 14, 12, 11, 9, 8, 6); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d16 spell check); SV Fort -1, Ref -2, Will +4; AL C.

Gnoll pup (4): Init +0; Atk bite -1 melee (1); Crit III/d4; AC 10; HD 1d4 (hp 2 each); MV 30'; Act 1d20; SP big eyes; SV Fort -2, Ref +4, Will -2; AL C.

Big eyes: Gnoll pups look much akin to baby hyenas, with big round ears and soulful eyes. Creatures meeting their gaze must succeed at a DC 10 Willpower save or be horrified by the thought of attacking such adorable little puppies and be rendered unable to attack them with lethal force. If required to combat the creatures, they instead attempt to subdue them (see p. 96, DCC RPG). Chaotically inclined creatures receive a +1d bonus to the save.

Area 3-36 — Temple of Teleportation: *This looks to have once been yet another temple space, now mostly defiled and ruined. What frescos may have once lined the walls have been hacked away, with only the upper reaches still showing decorated with friezes of titanic battles between beast-headed men and heroic gods and goddesses. At both the north and south ends of the chamber are piles of rubble, smashed marble that likely were once statues to the ancient gods of Thracia. A square portion of the floor has been swept clean, however, and a pair of woven baskets sit adjacent.*

The 10' square patterned area on the map represents a third teleportation pad that takes troops directly to the pad in area 3-1. In baskets to either side of the pad are small glass marbles. If one of these marbles is carried onto the pad, the teleportee is instead be transported to area 2-23. For security's sake, none of the troops garrisoned on Levels 1 or 2 carry these marbles.

Stationed here are four minotaurs. They immediately attack any PCs arriving via the teleportation pad.

Minotaur (4): Init +8; Atk gore +8 melee (1d8+4) or battleaxe +8 melee (1d10+4); Crit M/d12 or IV/d12 (if wielding a weapon); AC 15; HD 6d8+6 (hp 33 each); MV 30'; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Str 24, +6) or be hurled back 20'.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Willpower saves against these spells.

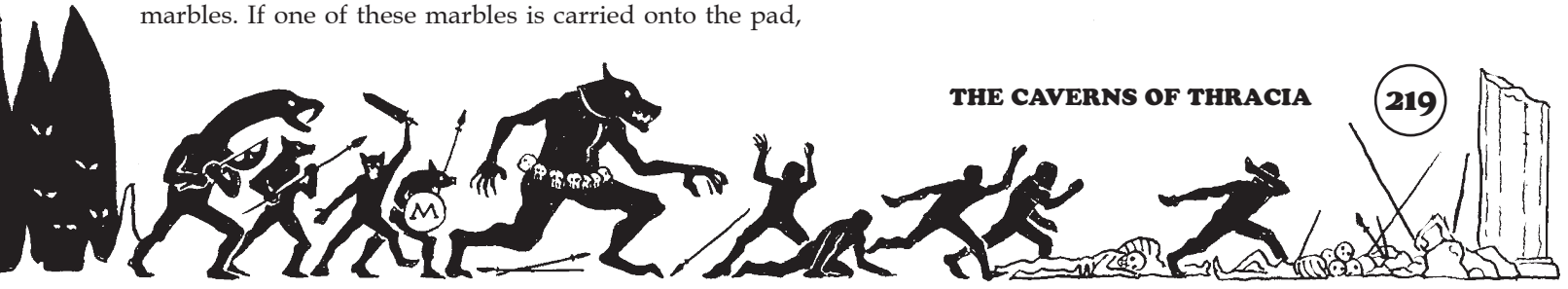
Area 3-37 — Connecting Hall: This short hall connects the three gnoll warrior barracks together. There is a 50% chance that a single gnoll guard is on duty here. If attacked, he immediately raises a hue and cry to summon aid from the barracks.

Gnoll: Init +0; Atk bite +1 melee (1d3), mace +1 melee (1d6), crossbow +1 missile fire (1d6); Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 8); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Areas 3-38 through 3-40 — The Barracks of the Gnoll Guards: These three rooms house the warlike male gnolls of the tribe. Each room quarters approximately 20 gnolls (patrols are in and out so often that it is never certain where a specific gnoll is at a given time). They just sleep here when off duty on this level. Each room has 1d6+5 occupants at all times. 1d3+3 of the gnolls are asleep, while the remainder are eating and gambling. Each gnoll has 1d12 sp and 1d8 gp.

If summoned by a guard in the hallway outside the barracks, the gnolls spend a round to grab their weapons prior to rushing out as reinforcements. Sleeping gnolls are delayed by 1d3 additional rounds.

Area 3-38 — Gnoll Barracks: *The slovenliness of the sleeping furs, the smell of spoiled food, and a palpable animal musk mark this room as a barracks for some form of beast men. A pair of torches burn, held in crudely fashioned sconces on opposite*



walls. A crude table and chairs are centrally located, and a pile of unidentifiable meat and bones rests next to the door.

The gnolls here have recently fed, and those sleeping require an additional round to awaken (1d3+1) should there be a commotion. Amidst the meat and bones is an elvish finger still bearing a mithril signet ring (100 gp) marking its prior owner as a servant of the King of Elfland.

Gnoll (1d6+5, of which, 1d3+3 are asleep): Init +0; Atk bite +1 melee (1d3), mace +1 melee (1d6), crossbow +1 missile fire (1d6); Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 8 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 3-39 — Gnoll Barracks: *A large, communal pile of bedding dominates the room. Heavily soiled and stained, its presence further adds to the miasmatic funk in the air. A single oil lamp hangs near the door, its fuel nearly depleted. The guttering light flickers and strobes, making it hard to make out the other details of this room.*

The conscious gnolls are drinking and raucously throwing knucklebones (specifically lizardman knucklebones). Unless immediately alerted, they won't look up from their game. Instead, assuming any new arrivals are their fellow guards, they call out in Gnoll for the newcomers to join them. Should the PCs sit and engage in the game, rather than attack, it takes 1d3 rounds for the intoxicated gnolls to realize that the PCs are intruders.

Gnoll (1d6+5, of which, 1d3+3 are asleep): Init +0; Atk bite +1 melee (1d3), mace +1 melee (1d6), crossbow +1 missile fire (1d6); Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 8 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 3-40 — Gnoll Barracks: *This air here is thick with animal musk and the east and west walls are lined with bunk beds. A table sits in the middle of the room, a smoky oil lantern providing flickering light.*

On the floor in the southeast corner of the room, hidden from view by a pile of ratty sleeping rags, is a 5' square secret trapdoor (DC 12 Intelligence check to discover). It opens on a 5' square shaft with stone walls and rungs set into the stone. It goes downward 70' to area 4-21.

Gnoll (1d6+5, of which, 1d3+3 are asleep): Init +0; Atk bite +1 melee (1d3), mace +1 melee (1d6), crossbow +1 missile fire (1d6); Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 8 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Chapter Ten

DUNGEON LEVEL 4

There are two entrances to this level from above.These include:

- The trapdoor in area 3-40 descends to area 4-21.
- The stairs from area 3-08 connect to area 4-23.

WANDERING MONSTERS

DUNGEON LEVEL 4 THE DUNGEONS

d10	Encounter
1	Gnoll Patrol E (see Appendix A - New Monsters)
2	Lizardman Patrol C (see Appendix A - New Monsters)
3	Troupe of Human Slaves (12)
4	The Minotaur King and His Entourage (see area 3-19)
5	Two Minotaurs
6	Hamadryad
7	Beast men Leaders (see area 3-30)
8	Lizardman Patrol C (see Appendix A - New Monsters)
9	Clerical minotaur cow (see area 4-17)
10	Encounter from Level 3: The Gardens (excepting herd of cattle)

DUNGEON LEVEL 4 WANDERING MONSTER DESCRIPTIONS

HAMADRYAD

This is one of the hamadryads from the gardens (areas 3-3 through 3-12). Determine which one on the table below, then consult the second table and determine the reason for her being in the palace, since it is basically out of bounds to the tree people who will not normally go there unless physically forced.

d10	Encounter
1	Astraea (area 3-3)
2	Briseis (area 3-4)
3	Calliste (area 3-5)
4	Deianira (area 3-6)
5	Eidothera (area 3-7)
6	Flora (area 3-8)
7	Gaia (area 3-9)
8	Hypermnestra (area 3-10)
9	Iphigenia (area 3-11)
10	Jocasta (area 3-12)

d20	Reason
1-8	Captive and escorted by two gnoll guards. **Gnoll (2):** Init +0; Atk bite +1 melee (1d3), two-handed sword +1 melee (1d10), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.
9-12	Escaping Captivity. 50% chance of being pursued by 1d4 gnolls. **Gnoll (1d4):** Init +0; Atk bite +1 melee (1d3), two-handed sword +1 melee (1d10), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.
13-14	Subverted to aid of Minotaur King. She leads adventurers into a trap (*detect evil* reveals her nature).
15-16	She is dying (20% chance that she is already dead). There is a 60% chance that a Gnoll Patrol E is standing over her body.
17-19	She is in hiding and attempts to remain hidden, even from the PCs.
20	She is insane and allowed to wander about the palace and grounds. She bears the marks of torture. Her face is marred beyond all repair.

MINOTAURS

Minotaur (2): Init +8; Atk gore +8 melee (1d8+4) or battleaxe +8 melee (1d10+4); Crit M/d12 or IV/d12 (if wielding a weapon); AC 15; HD 6d8+6 (hp 33 each); MV 30'; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Strength 24 (+6)) or be hurled back 20'.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus to Willpower saves against these spells.

TROUPE OF HUMAN SLAVES

There are 12 human slaves in the troupe and they are performing various maintenance chores ranging from scrubbing walls to watering trees and/or trimming shrubbery. These slaves, if freed, join with an adventuring party, but the first time that a beast man commander of any race appears, they are completely cowed and change sides faster than greased lightning, even to the point of attempting to subdue adventurers. They must check morale every time a melee is enjoined, or the freed slaves run away with a 10% cumulative chance of changing sides each time.

Human slave (peasant) (12): Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 2 each); MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N.

KEY TO DUNGEON LEVEL 4

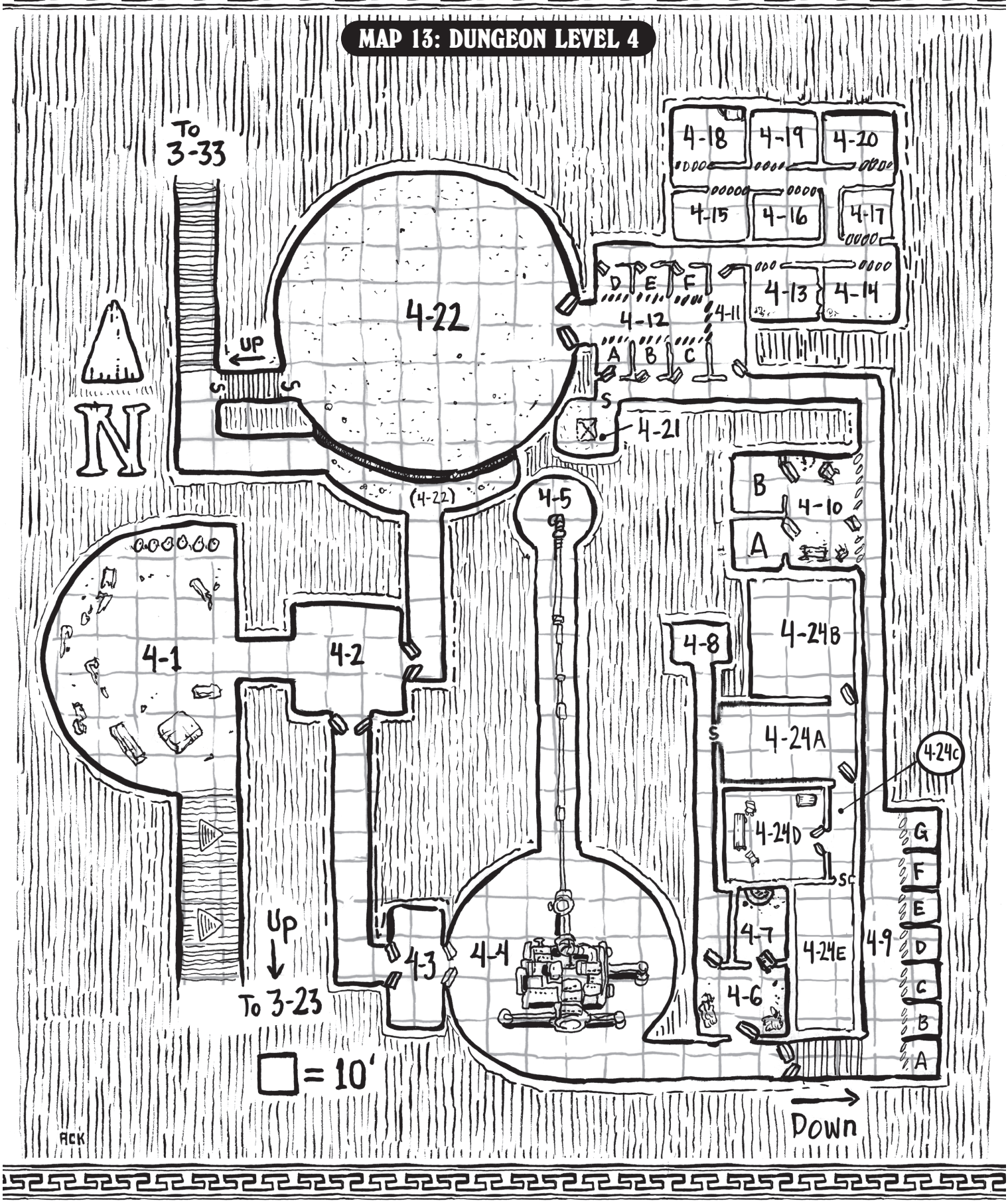
Area 4-1 — The Manticores: *This looks to have once been a banquet hall. The ceiling of the room is thirty feet high and the walls are decorated with flaking wall paintings of sumptuous banquets and expansive gardens. There are a few rotting wood couches strewn about the room and some shattered marble slabs may have been tables. Leaning up against the north wall are six heavy ceramic urns.*

In this chamber are the two manticores mentioned in area 3-23. If any noise is made while descending the stairs, the manticores are alerted and wait for a password (area 3-23) to be spoken. If the word is not spoken or is incorrect, they attack with surprise.

Each of the urns contain (600 + 2d30) gp. At the bottom of the first urn is a *potion of giant strength* (see p. 224, DCC RPG) while the bottle at the bottom of the fifth urn is a *potion of polymorph* (see p. 225, DCC RPG). The sixth urn holds the sword, *Aithre* (see Appendix B - New Equipment, Magic Items, Curses, and Spells).

Manticore (2): Init +5; Atk bite +6 melee (1d8) or claw +4 melee (1d3); Crit M/d12; AC 16; HD 6d8+6 (hp 41, 38); MV 40', fly 50'; Act 3d20; SP tail spikes (4/day); SV Fort +5, Ref +4, Will +6; AL C.

Tail spikes (4/day)*:* As a single action, the manticore can loose a volley of six tail spikes, which attack at +6 missile fire (range 100') for 1d6 damage each.


MAP 13: DUNGEON LEVEL 4
To 3-33
N
UP
4-22
(4-22)
4-18
4-19
4-20
4-15
4-16
4-17
4-13
4-14
D
E
F
4-12
4-11
A
B
C
S
4-21
4-5
B
4-10
A
4-1
4-2
4-8
4-24B
4-24A
4-24C
4-24D
SC
G
F
E
D
C
B
A
4-7
4-24E
4-9
4-6
4-3
4-4
UP
To 3-23
= 10'
Down
ACK

Area 4-2 — A Vacant Chamber: *The walls of this room are carved with bas-relief friezes of men fighting beasts of all sorts.*

Both doors out of (or into) this room are locked, requiring a DC 14 *pick lock* check to open. If entered from the south or east there is a 25% chance that one or both manticores from area 4-1 are in here.

Area 4-3 — A Lizardman Guardpost: The heavy oak doors into this room are barred from the inside and are difficult to break down (treat as AC 15 and 40 hp or use a contested Strength check versus +5). If it requires 2 or more rounds to successfully assault the doors, an additional eight lizardmen from area 4-4 reinforce the guards.

This rectangular chamber holds several wooden stools and lacks the near ever-present musk of beast men. The air here is warm and humid, with wisps of steam trickling from beneath a pair of heavy wooden doors to the south.

Lizardman (4+): Init -2; Atk bite +3 melee (1d4) or club +2 melee (1d4); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8 each); MV 30', swim 30'; Act 1d20; SP move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Area 4-4 — The Bilious Boiler Room: *This room is filled with a choking mixture of both steam and smoke, and the air is uncomfortably hot. A huge bronze contraption takes up most of this area. Pipes lead up into the ceiling, and look to be controlled by two massive, wheeled valves. Beneath the device is a large firebox. Nearly a dozen men work great pump bellows while two others continually feed wood into the fire.*

This is the source of the hot water in the various pools and basins on this level of the Palace. The pipes here lead up to the various pools. Guarding this room are ten lizardmen and, should they go into combat with intruders, at least two always try to stay on guard to prevent any escape of the slaves. The slaves are all near death from exhaustion and heat stroke. The overall temperature, coupled with the clouds of steam, make infravision useless here.

The boiler has an AC of 17 and it requires 25 damage at any given location to puncture it. If breached, it releases a 20' cloud of scalding steam, inflicting 2d4 damage to any creature within it, and continues to do so for 2 more rounds until the cloud dissipates.

Lizardman (10): Init -2; Atk bite +3 melee (1d4) or club +2 melee (1d4); Crit M/d6 or III/d6 (if wielding a weapon);

AC 14; HD 1d8 (hp 8 each); MV 30', swim 30'; Act 1d20; SP move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Boiler room slaves (peasant) (12): Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 1 each); MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N.

Area 4-5 — The Guard at the Pipe: *A lengthy pipe stretches down a steam-filled hall and into this room where it bends upwards and into the ceiling. A single reptilian figure stands here, examining the fittings of the pipe, tracing over the seams and looking for leaks.*

The overall temperature, coupled with the clouds of steam, make infravision useless here. A single lizardman guards this pipe from damage and inspects for possible leaks. While it is not smokey down at this point, it is still steamy and the lizardmen greatly enjoy that.

Lizardman: Init -2; Atk bite +3 melee (1d4), mace +2 melee (1d4), or dart +3 missile weapon (1d4; 4 darts); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8 each); MV 30', swim 30'; Act 1d20; SP move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Area 4-6 — Barracks of the Lizardman Mercenaries: *This floor of this room has a thick coating of straw and glistening mud, formed into sleeping mounds. Rivulets of water run down the walls, and the air here is quite humid.*

At any given time, there are 3d4 lizardmen in this chamber, resting and devouring various disgusting foodstuffs. If surprised it takes them an additional round to arm themselves before being able to engage in melee.

Lizardman (3d4): Init -2; Atk bite +3 melee (1d4), mace +2 melee (1d4), or dart +3 missile weapon (1d4; 4 darts); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8 each); MV 30', swim 30'; Act 1d20; SP move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Area 4-7 — Shrine of the Ancient Ones and Treasure Vault: *This primal shrine has been furnished with broken pieces of marble, obviously from elsewhere in the complex. The walls have been decorated with a number of brightly colored, clawed handprints. Bits of feathers, as well as flayed skins, also hang from several areas near what appears to be an altar. Atop a short piece of marble pillar, a flayed human skin rests atop some form of figure or idol, its identity currently obscured. On a tray in front of the small altar there rests two small bottles and a rolled scroll of some ancient, tough-looking skin.*

This is the worship area of the lizardman mercenaries. It is a form of ancestor worship. Over the centuries, the lizards have discovered various treasures and items that are both valuable and related to the ancient lizard culture that once existed. On the broken pillar is a simple stone carving of a lizardman with mismatched eyes. The left eye is a 750 gp peridot and the right eye is a 2,500 gp sapphire. Elsewhere on the carving there is a 500 gp piece of jade and a 10 gp amber chip.

The first potion is one of *human control* while the other is a *potion of invisibility* (see p. 224, DCC RPG). The scroll is in an unknown and ancient language and must be deciphered via *comprehend languages* or a DC 14 *read languages* check. It is a map revealing the location of the grand temple of the reptile race (see Player Handout #8). It shows the location of the door into the area from 2-31 and also reveals the location of the secret door in area 2-22. The scroll has a curse on it and *polymorphs* the opener into a small, extinct reptile, a compsognathus (DC 15 Willpower save negates).

Compsognathus: Init +3; Atk bite +0 melee (1d3); Crit III/d4; AC 14; HD 1d5 (hp 5); MV 50'; Act 1d20; SP undeveloped mind; SV Fort +0, Ref +2, Will special; AL N.

SLAVE PENS 4-9A-G

During the "daylight" hours, there are 1d2 slaves in each cell, and they are older ones. At night, all slaves are inside their cells. They are taken to their various jobs around the palace up through room area 4-4 over to the stairs at 3-23 and into the throne room. Old slaves, useless to their masters, are left behind to clean and maintain the cells.

Cell A - Five slaves: three men and two women

Cell B - Four slaves: one man, two old women, and one girl

Cell C - Five slaves: three men, one woman, and one boy

Cell D - Four slaves: one man and three old women

Cell E - Five slaves: two men, two women, and one old man

Cell F - Six slaves: one man, three women, one old woman, and one boy

Cell G - Five slaves: two women, one old man, one boy, and one girl

Slave (peasant): Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 2 each); MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL varies.

Undeveloped mind: The brain of this hen-sized dinosaur is so small and undeveloped that it makes no roll for Willpower saves. In cases of illusion, fear or tests of sheer willpower, the creature automatically fails. If subject to things such as *charm* or *word of command,* it simply isn't intelligent enough to hold the thought long enough to carry out the instructions, thus automatically succeeding.

This shrine is guarded by a pair of fanatic lizardmen. Both know the function of the *potion of human control* and attempt to drink it if they are attacked. They do not know the function of the other potion but are aware that the map is a great artifact, even though they do not know what it is. Stealing the shrine or its gems causes every lizardman to desert their post to search for the thieves. Within 1d3 turns of the theft, they use the pool in area 3-24 through the help of one of the dogbrothers, and 5d5 lizardmen teleport directly to the location of the gems and fight like berserkers to the death to regain their holy object. This repeats every 2 turns until a total of 60 lizardmen have been slain or the shrine and its valuables are returned.

Lizardman fanatics (5d5, max 60): Init +2; Atk bite +4 melee (1d4+1), club +3 melee (1d6+1), or dart +2 missile weapon (1d4; 4 darts); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8 each); MV 30', swim 30'; Act 1d20 or 2d16; SP death throes, fanatic, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Death throes: After the killing blow is struck against the fanatic, the lizardman continues to fight for 1d3-1 (minimum 0) rounds before finally succumbing to their wounds. Even if the flesh is burned from their bodies, their unbending faith in their ancestors continues to animate their charred skeletal remains.

Fanatic: The lizardman is immune to fear, *sleep*, and all magical forms of control/persuasion.

Area 4-8 — Green Slime Garderobe: *The purpose of this room is made readily apparent by the presence of a bench with a trio of holes cut into the seat. Every surface here glistens with a layer of moist vermillion slime. It appears that there is a door on the north wall, but the dripping coating makes it difficult to be certain.*

A garderobe is a medieval version of indoor plumbing. This room and 30' of the connecting hallway are coated in a thick, juicy layer of harmless slime. There is not a door to the north, it merely *looks* like there might be one.

Area 4-9 — The Cells of the Tribesman Slaves: *The south portion of this hallway is lined with six holding cells. The air here is thick with the stench of unwashed bodies kept in close confinement.*

Each of the identical cells are roughly 10'x10', with straw-lined floors and a latrine bucket.

Area 4-10 — The Torture Chamber: *There can be no doubt to the purpose of this room. Well used versions of the rack, the wheel, iron maiden, and other devices of torture stand ready to be deployed in the "questioning" of new victims. While all of these devices are certainly archaic in their design, their purposes are clear and they certainly seem capable of the task.*

Although this area is not normally used, captured adventurers are brought here and placed into area 4-10A. The door is solid oak and locked (requiring a successful DC 15 *pick lock* check to open—should the thief still have their tools or other method to accomplish this). All possessions are placed in area 4-10B, except for items of obvious value which the gnolls and dogbrother in charge of this area place in area 4-21.

This room is run by dogbrother Fangfriend and three gnolls. They know of their secret treasure secreted away in area 4-21. If they are tortured or threatened with loss of life,

they reveal the location of the treasure if allowed to live and given their freedom.

PCs found to be carrying valuables or who are part of a party who partially escaped are tortured for "information". Knowing the unreliability of torture, this is carried out more for the amusement of Fangfriend than any other purpose, although information gained this way will be confirmed.

Fangfriend (dogbrother): Init +1; Atk bite +5 melee (1d5+1) or longsword +5 melee (1d8+3); Crit M/d10 or III/d10 (if wielding a weapon); AC 15; HD 4d8+2 (hp 21); MV 50'; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60'; SV Fort +2, Ref +3, Will +2; AL C.

Keen senses (sight, hearing and scent): All creatures within 120' suffer a -1d penalty to all attempts made to avoid detection by the dogbrother.

Gnoll (3): Init +0; Atk bite +1 melee (1d3), polearm +1 melee (1d12), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8 (hp 7 each); MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Area 4-11 — An Abandoned Guard Room: *This room is devoid of contents, but it appears to have been once used as a guard room. A barred portcullis blocks a passage leading to the north, lined with barred cell doors. On the west wall, to the south of the bars, there is a series of three levers.*

Pulling down on the levers raises the bars in one of the left set of cells for area 4-12. The lever that is farthest south of the bars opens gate A and so on. To the north of the bars on the same wall there is another set of four levers. The lever that is farthest north from the bars is down already and it is visible that the bars to area 4-12D are up. The lever closest to the bars opens the gate into area 4-22 from area 4-12.

Area 4-12 — Gladiatorial Cells: *These floors of these small, barred cells are covered with ancient straw. While they may once have been occupied, now they are empty except for small rats and spiders.*

In these cells the combatants in ancient gladiatorial contests were held. The gates are all down except for area 4-12D which is up. The doors to area 4-22 are closed. The cell gates are controlled by levers in area 4-11.

Areas 4-13 through 4-20 — Ancient Animal Holding Cells: These barred 10'x10' pens were once used to house the animals for arena's gladiatorial combat. Various types of strange, wondrous, and lethal creatures were held here. Now, none remain. Only three of these rooms contain anything at all and they are listed individually below.

Area 4-14 – Minotaur Lair I: *This floor of this plain stone chamber is lined with clean straw and set with a table with a trio of stools.*

In this cell are a minotaur cow and her two calves. The calves are only a week or so old. There are 600 gp in an unlocked wooden chest against the south wall.

Minotaur, cow: Init +8; Atk gore +6 melee (1d8+4) or mace +6 melee (1d6+4); Crit M/d10 or III/d10 (if wielding a weapon); AC 15; HD 4d8 (hp 26); MV 30'; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Strength 20 (+4)) or be hurled back 20'.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Willpower saves against these spells.

Minotaur, calf (2): Init +4; Atk gore +4 melee (1d4+2) or bite +4 melee (1d2); Crit M/d8; AC 13; HD 2d8 (hp 5, 3); MV 30'; Act 1d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Calf charge: A minotaur calf initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d4 damage (for total of 2d4+2), and the target must make an opposed Strength check (treat the minotaur as Strength 16 (+2)) or be hurled back 20'.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Willpower saves against these spells.

Area 4-17 — Minotaur Lair II: This lair also contains a minotaur cow; however, she is older and long past child-bearing age. Her name is Bova, and her intelligence far exceeds that of the average minotaur. The old lady is partially blind and if attacked she does not try to defend

herself. Her grandson is the Minotaur King, but she was abandoned and left here once she grew infirm, as it posed an embarrassment for the king.

Bova (minotaur cow): Init +8; Atk N/A; Crit N/A; AC 15; HD 4d8 (hp 10); MV 15'; Act 2d20; SP immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Willpower saves against these spells.

Area 4-18 — The Treasure Trove of the Minotaur King: *This twenty-foot-square room houses a large, sturdy-looking chest, fashioned from the same stone as the blocks forming the walls. Near the ceiling, an empty shelf runs the perimeter of the room.*

In this room there is always a large minotaur and a magic-using dogbrother guarding the king's treasure.

The stone box is unlocked and contains: 2,000 sp and 3,000 gp. Buried under the coins is an iron box of ingenious design and ornately wrought, studded with four diamonds (worth 1,000 gp each). The box may be unlocked and opened (DC 15 *pick lock* check) but doing so unleashes a disembodied mouth. Inside the iron box is the following: a *ring of contrariness* (see Appendix B - New Equipment, Magic Items, Curses, and Spells), a *marble elephant* (see Appendix B - New Equipment, Magic Items, Curses, and Spells); a longsword sheath formed of thin plates of citrine (worth 950 gp); and a set of gold, silver, and pink coral beads worth 1,400 gp.

Disembodied mouth: Init +3 (surprise); Atk bite +5 melee (1d3, see below); Crit III/varies; AC 15; HD special (hp 4 (special)); MV fly 60'; Act 1d30; SP fleeting, increasingly aggressive, phlogistonic creation; immune to *charm*, paralyzation, poison, and *sleep*; SV Fort +3, Ref +5, Will +3; AL N.

Fleeting: The disembodied mouth only remains for 1d3 rounds after its initial surprise attack before disappearing again.

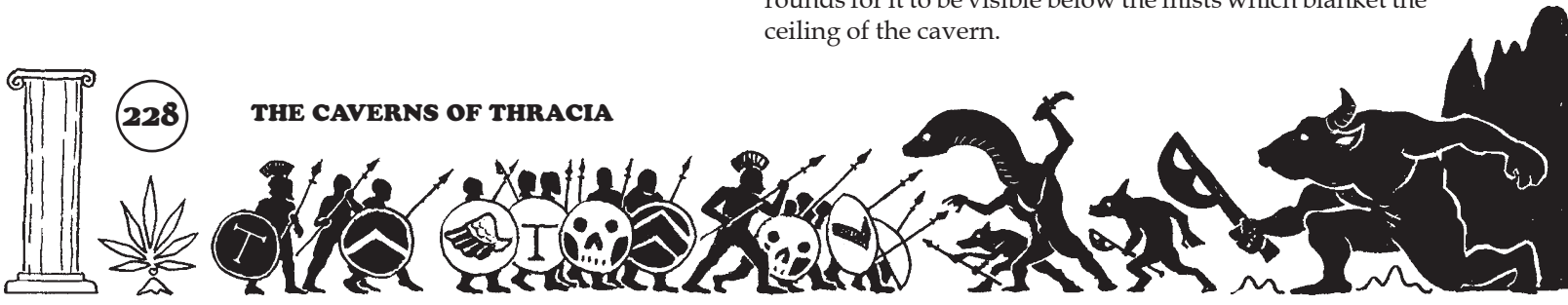
Increasingly aggressive: If not destroyed in the initial encounter the creature disappears, to reappear 1d5+1 turns later, fully restored and strengthened. It gains 4 hp and its bite damage increases by +1d each time it returns. It continues to attack in this fashion (appearing every 1d5+1 turns and attacking for 1d3 rounds) until it is destroyed or the treasure it was guarding is discarded. If not destroyed soon, it gets very nasty, very quickly.

Phlogistonic creation: The disembodied mouth is a creature woven together from raw magic. As such, it may be held at bay through any successful casting of *protection from evil* or *holy sanctuary.* In addition, if targeted with *dispel magic*, it suffers 1d6 damage per level of spell check success (a result of 16-17 doing 1d6, 24-26 inflicting 4d6, etc.). A successful Willpower save against the *dispel magic* spell check result reduces damage by half.

Surprise: The disembodied mouth appears invisibly, striking with surprise 100% of the time unless detected via magical means. When causing surprise, the disembodied mouth receives a free attack prior to the rolling of initiative.

In the southeast corner, on the apparently empty shelf, is an invisible box. Not even the Minotaur King and his minions suspect its presence, and it only may be found by specifically searching that corner, or through use of *detect magic* or other such means. Inside the box are a glowing, green glass globe and a strange contraption made of brass that appears to be a box with a hand pointing upward on its top and a hand crank on its side. The glass globe is the powering element for the teleporter in area 3-36. If broken or taken out of the palace, the glow fades, and the teleporter ceases to function.

The brass box is a summoning agent for the basket that lowers from area 3A-9. By turning the crank and pointing the hand skyward, a small, magical electric force is generated which causes the basket to descend to the floor of Level 3. The crank must be turned continuously until the basket reaches the ground. It only works outside of the palace. It requires 15 rounds for the basket to descend and 2 rounds for it to be visible below the mists which blanket the ceiling of the cavern.



ACK

These two items were hidden here by the last remaining humans in the palace when the beast men took over 1,100 years ago.

Thundahuuf (minotaur): Init +8; Atk gore +8 melee (1d8+4) or battleaxe +8 melee (1d10+4); Crit M/d12 or IV/d12 (if wielding a weapon); AC 15; HD 6d8+6 (hp 40); MV 30′; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Bull charge: A minotaur initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Strength 24 (+6)) or be hurled back 20′.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Willpower saves against these spells.

Woofworth (dogbrother mystic): Init +1; Atk bite +5 melee (1d5+1), dagger +5 melee (1d4+3) or +5 missile fire (1d4), or spell; Crit M/d10 or IV/d10 (if wielding a weapon); AC 15; HD 4d8+2 (hp 19); MV 50′; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60′, *scroll of haste* (result 18), spellcasting (+4 spell check): Spells (1st) *cantrip, charm person, magic missile*; (2nd) *spider web*; SV Fort +2, Ref +3, Will +2; AL C.

Keen senses (sight, hearing and scent): All creatures within 120′ suffer a -1d penalty to all attempts made to avoid detection by the dogbrother.

Area 4-21 — Torturer's Treasure: *This room is small and roughly carved. The ceiling is a mere 6′ above the floor, giving this place a claustrophobic feel. A five-foot by five-foot chimney ascends upwards through the ceiling.*

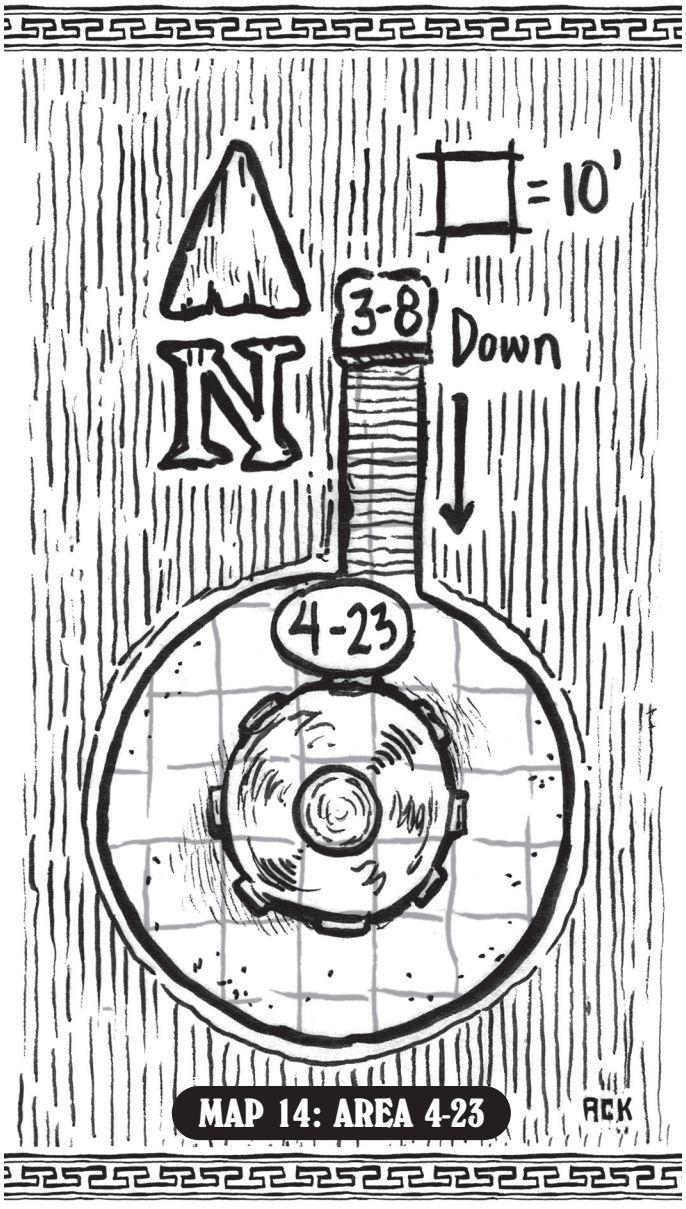
Buried under a tile in the floor and covered with dirt is the treasure that the torturers in area 4-10 have extorted from their victims. The treasure consists of 200 sp, a silver amulet worth 50 gp, and a cloak woven of mithril wire, studded with bloodstones (worth 1,000 gp), which can be worn over existing armor, without penalty, for an additional +1 AC.

Area 4-22 — An Ancient Arena: *This large room has a sand covered floor. The distance from floor to ceiling is forty feet. The open balcony section along the south wall looks to have once housed ornate box seats and elegant draperies. Now, all that remains are a few shattered statues and some ratty shreds of faded fabric.*

The distance from the sand floor of the arena to the balcony is 20′. There is a 25% chance that a band of six lizardmen are in here practicing with longswords. The weapons are unfamiliar to them.

Lizardman (6): Init -2; Atk bite +3 melee (1d4) or longsword +2 melee (1d8); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8 each); MV 30′, swim 30′; Act 1d20 (bite) or 1d16 (longsword); SP move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Area 4-23 — The Lost Escape Tubes: *The stair opens up into a large circular room. The ceiling is thirty feet above and is thick with hanging roots. The prepossessing item here is a polished bronze dome in the center of the room. The dome is thirty feet in diameter and, rising up from its center is a ten-foot-diameter crystalline pillar which looks to be filled with gurgling water,*



THE STRANGE CASE OF ROOM 102

Once upon a time, look as you might, you would not find this room on the original *The Caverns of Thracia* map. In the text of the adventure, however, there *was* an area 102 with the following description:

"Look as you might, you will not find this room on the map. It never was there and exists only in the mind of the designer, who refuses to admit that she may have made an oversight with numbering her creation and doesn't feel like sticking the number '102' somewhere on the map and letting it go at that."

Of course, who are we to ignore such a tantalizing possibility? If you look at the map for Level 4 (**Map 11**), you will notice there is a perfect spot in the middle of areas 4-7 through 4-10 to fit the "missing 102." So, we did. Room complex area 4-24A through 4-24E was added specifically for this new version of *The Caverns of Thracia*.

flowing upward. Located at eight points about the circumference of the dome are openings with hinged doors on them.

This is another secret device whose purpose and knowledge of existence was lost in the beast man coup over 1,100 years previous. If the doors on the dome are climbed into and sealed from the inside, they form eight small can-like containers which are then released into the rising water and carried up to Level 2, rising up to area 2-10 before floating downstream. If passage is not stopped by the spiderweb at area 2-8, the canister is halted by the bridge at area 2-1. This was designed as a last resort escape route but was never used.

ROOM COMPLEX 4-24A THROUGH AREA4-24E — THE MYSTERIOUS (NO LONGER) MISSING CHAMBER

Many years ago, an architect working on the dungeon level of Agamemnos's palace found a way to engineer a hidden space for herself in an area of the dungeon that would have otherwise gone unused. Unfortunately, the architect passed away (through an accident of her own making) before her work was finished. Since the secret door leading to the area was of such high quality, the architect's "secret apartment" remained hidden and was eventually plastered over. Since then, a large chunk of the plaster has fallen away, revealing the hidden space for the first time in centuries. The secret door now requires a successful DC 15 Intelligence check to discover.

Repairing the plaster, in order to hide the secret door again, requires an hour of work by someone with an appropriate occupation and possession of proper materials.

Area 4-24A — The Hidden Chamber: *A musty smell assails your nostrils the moment they are exposed to this dark chamber. Behind the secret door lies a chamber, with two exits at the far eastern end. A large stone block, five feet high and ten feet wide, is wedged into the southeastern exit. Across from it is the rough outline of a door in the northern wall.*

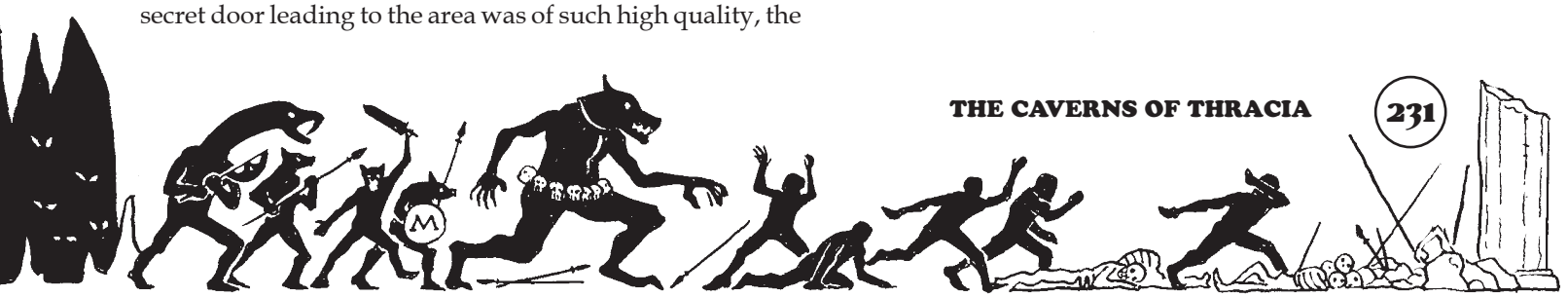
The walls of this chamber are roughly finished stone devoid of artwork or other decoration. A heavy stone door in the north wall opens into area 4-24B. Pushing open the door requires a successful DC 12 Strength check or its destruction (AC 17, hp 25).

The exit in the southern wall opens into area 4-24C. Currently, the exit is partially blocked by a massive stone block. The block weighs over a ton and was originally intended as part of an elaborate trap designed by the architect who, unfortunately, met her fate in its construction. Two skeletal arms stick out from beneath the block, with the rest of the architect crushed beneath the stone. Additionally, a broken block and tackle kit and piles of discarded tools serve as clues to what exactly happened here. Human-sized creatures can squeeze through the space between the block and the top of the exit, while halflings and dwarves climb through with ease.

While not overly valuable, the collected pile of tools is worth 18 gp.

Area 4-24B — The Big Muckety-Muck: *Opening the stone door to this chamber releases a flow of dark, murky water. Although the volume of water seemed relatively small at first glance, within seconds it has spilled out and flooded the room ankle deep. An unbearable stench, from whatever lies beyond the door, assails your senses. The fetid stink is so thick that you can literally taste it.*

The floor in this room is covered in disgusting, slippery brown muck to a depth of 6". Moving at a speed greater than half movement requires a DC 12 Reflex save to avoid falling prone in the slime. Additionally, the reeking air in the chamber is so thick that those who enter must make a DC 15 Fortitude save or be overwhelmed and nauseated, suffering a -2 penalty to all rolls until they have left the room and have been breathing clear air for 2d7 rounds.



Due to a small crack in the plumbing from the garderobe in area 4-7 (and the fact that the stone door leading to this chamber fits the entrance so perfectly), water has been accumulating in this chamber for several years. Living among the muck is a massive primeval slime which attempts to leave the chamber as soon as the door opens and immediately attacks any creatures it encounters. As one would hope, the room contains nothing else of interest.

Primeval slime (15'x15'): Init (always last); Atk pseudopod +4 melee (1d4); Crit M/d14; AC 10; HD 9d8 (hp 40); MV 5', climb 5'; Act 9d20; SP protoplasmic breakdown, immune to fire, vulnerable to lightning (double damage), half damage from slicing and piercing weapons; SV Fort +6, Ref -8, Will -6; AL N.

Protoplasmic breakdown: The slime digests its food by emitting acidic juices on contact. Any creature that contacts the slime (including by attack from a pseudopod) loses 1d4 Stamina from the digestive juices. A creature that reaches 0 Stamina is immediately killed.

Area 4-24C — The Once-Trapped Hallway: *Two exits are apparent at the end of this long stone corridor: a single, iron-banded wooden door in the western wall and a second door, almost camouflaged by the surrounding stone, partially ajar in the southern wall.*

When closed, the secret door to area 4-24E requires a successful DC 12 Intelligence check to discover.

Area 4-24D — The Still-Trapped Room: *This square room appears to be an office. It contains a desk, two chairs, and a large chest. Surprisingly, everything seems to be in good condition, as if the room was only recently furnished. The air here is less musty than in the surrounding areas, and there is an absolute absence of dust.*

This room is an elaborate trap. While the door to this room is closed (as it has been for many centuries now), the inside of this room is frozen in time, explaining the lack of musty smell and dust. Those inside the room while the door is closed have no need to eat or sleep and do not age or feel the passage of time. Once the door to the room is opened, the stasis effect ends. The furnishings animate and attack as soon as any of them are touched.

Animated furnishing (4): Init -2; Atk bite +4 melee (1d6 plus blood drain) or tongue lash +4 melee (1d4 plus grapple (vs. +3), range 15'); Crit M/d8; AC 14; HD 3d8 (hp 15 each); MV 30; Act 1d20; SP surprises 50% of time, animated object traits, camouflage (+10 bonus to any attempt to hide as a normal object), vulnerable to fire (double damage), blood drain (automatic 1d4 per round after bite); SV Fort +4, Ref -2, Will -4; AL N.

Animated object traits: Antimagic susceptibility, blindsight 60', camouflage, constructed nature, immunities, immutable, surprise.

Antimagic susceptibility: If targeted by a *dispel magic* spell, an animated object must succeed on a Willpower save vs. the caster's spell check result or become temporarily dormant. If the caster's spell check result is: (16-21) dormant for 1d4 rounds; (22-31) dormant for 1d10 rounds; (32+) permanently dormant. All additional effects from casting *dispel magic* still apply.

Blindsight: Animated objects have has perfect perception of all things, including invisible targets, within 60'.

Constructed nature: Animated objects don't require air, food, drink, or sleep.

Immunities: Animated objects are immune to anything that would affect a living creature (e.g., poison, gas, suffocation, blindness, petrification). They are also immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Immutable: Animated objects are immune to magic which would change their form or size.

If the party closes the door to the room while they are all inside, the judge has several options.

- **No effect:** Opening the door expended the last of the room's magic, already nearly exhausted after maintaining the effect for hundreds of years. It is now just an ordinary room.
- **Trapped during combat:** Some of the local creatures may be familiar with the power of this trap and, if so, take time to further prepare for re-entering combat prior to opening the door (casting protective spells, calling for reinforcements, healing, etc). Allow the attackers to roll new initiatives, while the PCs maintain their original rolls.
- **Trapped while exploring:** Characters become trapped in stasis until the door is next opened (if need be, consult the Wandering Monsters section). Once the characters leave the room and discover the current date and time, they discover they have several lost days (or longer) of unaccounted time.
- **Trapped for eons:** The characters become trapped in stasis while centuries or more have passed before… Roll 1d5: 1) the room is rediscovered; 2) the walls begin to collapse, breaking the room's magic; 3) the seas rise and swallow Thracia forever, flooding the chamber and breaking the spell; 4) the last of the world's gods sees fit to free the PCs in an attempt to use them to restore the balance of Law/Neutrality/Chaos; 5) the

magic sustaining it finally fails, quite possibly with all other magic known to the PCs.

- **Trapped until…**The characters return to a world they don't recognize, a futuristic post-apocalyptic setting. Grab your *Mutant Crawl Classics* book and tell the players that, if they wish to return to their own time, they must search the wastelands without in order to find some way to do so.
- **Trapped forever!** The PCs are trapped in stasis forever. A brutally elegant, but not greatly enjoyable, TPK.

Area 4-24E — A Private Sanctum: *This room must have once served as someone's private study before being left to rot for centuries. The piles of decayed wood reflect the long-ago placement of what were presumably a bed, nightstand, desk, wardrobe, and chairs. Scattered amidst and atop the rubbish, disintegrating remnants of cloth and paper add to the vision of ruination. A long-deceased body rests, rotting on the remains of the bed.*

The body on the bed is actually a spectre, the un-dead spirit of the architect who created this complex and whose bones now lie crushed beneath the fallen stone in area 4-24C. The spectre attacks as soon as the PCs enter the room.

Most of the architect's personal items have disintegrated over time, but a few items of interest remain. There is a collection of dry, brittle papers atop the remains of the desk. The papers are written in Ancient Thracian and include:

- A blueprint-like diagram of the area 4-24 complex, including room dimensions, door requirements, and the specifics on the trap in area 4-24C. This document crumbles to dust when touched.
- A rough map of the region around Thracia, depicting several landmarks and small settlements in the area.
- Notes on the teleportation system within the caverns and how it works (essentially identical to the gold-sealed scroll in area 2-23 but without the maintenance log; see **Player Handout #6**).
- Some notes (nothing technical or arcane; purely musings) on expanding the scope of a similar teleportation system to allow travel between Thracia and the settlements in the surrounding region. From what is left of the notes, it is difficult to tell if such a system was actually constructed, in the planning stages, or purely rumination.

Buried in the remains of the desk is a locked metal box that requires a successful DC 12 *pick lock* check to open. The box contains the architect's signet ring (allows wearer to understand languages when worn per *comprehend languages* (3/day, result 20), a *scroll of darkness*, and a spell book containing the following spells: (1st) *cantrip, charm person, comprehend languages, magic shield, ward portal*; (2nd) *invisibility, shatter;* (3rd) *turn to stone*; (4th) *transmute earth.*

A *reusable candle* (see Appendix B - New Spells and Magic Items) lies among the debris of the nightstand and requires a successful DC 10 Intelligence check to find.

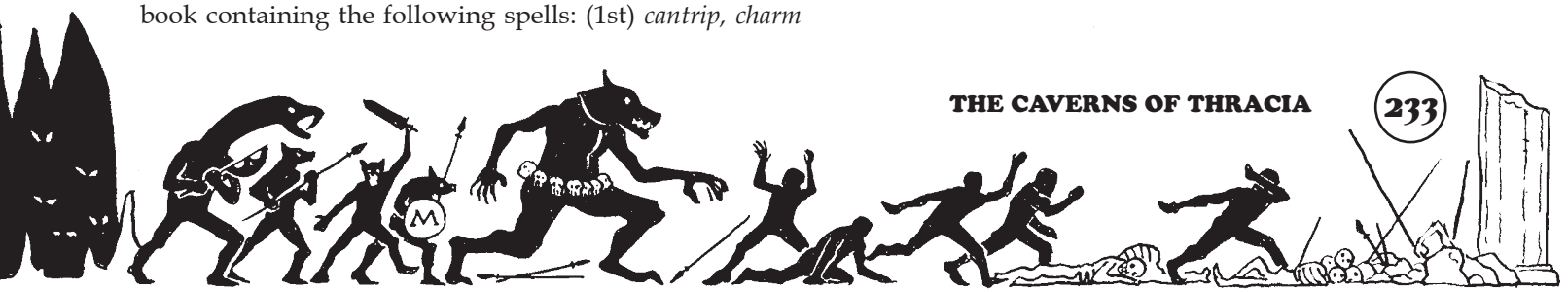
Within the wardrobe is a small, tarnished, oil lamp. If the side of the lamp is rubbed, a sinister looking spirit emerges, and offers a single wish... if it deems the wish if they are "worthy" of its efforts. Treat the wish as if rolling for divine aid (see p. 31, DCC RPG). No Luck may be spent on the check, although the petitioner does add their level and Personality modifier to the roll. Should the PC be found worthy, and their wish be granted, they immediately gain Sezrekan as a patron (supplanting and replacing any other patron that they may already have) and they are now deeply within the ancient wizard's debt. That debt needs to be paid in full before the PC will be able to call upon their patron. Once the wish is granted, the lamp and its djinn vanish.

Spectre: Init +2; Atk draining touch +8 (2d4 points of random physical abilities); Crit 19/20 U/d8; AC 10; HD 4d12 (hp 30); MV fly 40'; Act 1d20; SP un-dead traits, chill aura (creatures within 100' suffer 1d4 damage/round), future sight, invisibility (at will), incorporeal, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, turn unholy resistance (considered +2 HD for purposes of turning); SV Fort +4, Ref +6, Will +8; AL C.

Future sight: Any creature that gazes into the spectre's eyes receives a shocking glimpse of a possible future. A character attacking the spectre must make a DC 10 Reflex save or inadvertently gaze into the spectre's eyes to receive this glimpse. This glimpse is always a potential death of the most disturbing fashion. The judge is encouraged to describe the vision as one associated with a potential future encounter in the current adventure. When the character reaches that encounter, they suffer a -1d penalty to all rolls due to fright and fear of death.

Incorporeal: Spectres are incorporeal and can pass through walls and other solid matter. They cannot be harmed by physical weapons unless the weapon is magically enchanted.

Un-dead traits: Spectres are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to sleep, charm, and paralysis spells, as well as other mental effects and cold damage.



Appendix A

NEW MONSTERS

PATROLS

The following information may be used to detail the varying patrols and tribal bands that may be encountered throughout the adventure.

Gnoll Patrols: Each time a gnoll patrol is encountered, roll on Table GP-2, to determine their weapon type. If a special patrol member is indicated, consult Table SP-1.

Gnoll: Init +0; Atk bite +1 melee (1d3), as weapon +1 melee, or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8; MV 30'; Act 1d20; SP *invoke patron* (Ithha, d12 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Gnoll (beta): Init +0; Atk bite +2 melee (1d3+2), by weapon +2 melee, or spell; Crit 19-20 M/d6 or III/d6 (if wielding a weapon); AC 13; HD 2d12; MV 30'; Act 1d20; SP *invoke patron* (Ithha, d16 spell check); SV Fort +1, Ref +0, Will +0; AL C.

TABLE GP-2: PATROL WEAPONS

1d6	Weapon
1	Polearm (1d10)
2	Longsword (1d8)
3	Two-handed sword (1d10)
4	Polearm (1d10) & longbow (1d6)
5	Mace (1d6), longbow (1d6)
6	Battleaxe (1d10)

Lizardmen Patrols: All of the patrols listed below are in the service of the Minotaur King with the exception of Patrol A, who are under the leadership of G'ruk, the lizardman shaman.

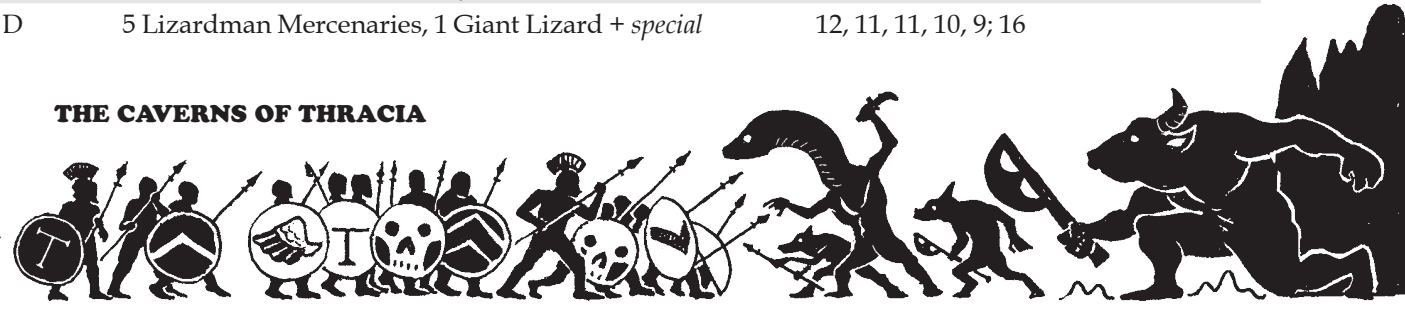
Lizardman fanatic: Init +2; Atk bite +4 melee (1d4+1 plus roll), club +3 melee (1d6+1) or dart +2 missile weapon (1d4; 4 darts); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8 each); MV 30', swim 30'; Act 1d20 or 2d16; SP death throes, fanatic, roll (see p. 253, Appendix A – New

TABLE GP-1: GNOLL PATROL COMPOSITION

1d6	Patrol	Members	Hit Points
1	A	1 Gnoll (beta) & 3 Gnolls	15; 8, 8, 8
2	B	1 Gnoll (beta) & 3 Gnolls + *special*	12; 8, 8, 8
3	C	1 Gnoll (beta) & 5 Gnolls	15; 8, 8, 7, 6, 6
4	D	1 Gnoll (beta) & 5 Gnolls + *special*	14; 8, 7, 7, 6, 6
5	E	1 Gnoll (beta) & 7 Gnolls	20; 8, 8, 8, 7, 7, 7, 6
6	F	1 Gnoll (beta) & 7 Gnolls + *special*	22; 8, 8, 7, 7, 6, 6, 5

TABLE LP-1: LIZARDMAN PATROL COMPOSITION

1d6	Patrol	Members	Hit Points
1	A	5 Lizardman Fanatics + G'ruk (10% chance; see area 2-7)	8, 8, 7, 7, 7; 25
2	B	6 Lizardman Mercenaries	12, 12, 12, 11, 9, 8
3	C	6 Lizardman Mercenaries + *special* (50% chance)	16, 16, 14, 11, 10, 8
4	D	5 Lizardman Mercenaries, 1 Giant Lizard + *special*	12, 11, 11, 10, 9; 16



Monsters), move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Death throes: After the killing blow is struck against the fanatic, the lizardman continues to fight for 1d3-1 (minimum 0) rounds before finally succumbing to their wounds. Even if the flesh is burned from their bodies, their unbending faith in their ancestors continues to animate their charred skeletal remains.

Fanatic: The lizardman is immune to fear, *sleep*, and all magical forms of control/persuasion.

Lizardman mercenary: Init -2; Atk bite +3 melee (1d4 plus roll), spiked warclub +3 melee (1d7), or dart +3 missile fire (1d4); Crit M/d8 or III/d8 (if wielding a weapon); AC 15 (shield); HD 2d8; MV 30′, swim 30′; Act 1d20; SP battle trained, roll (see p. 253, Appendix A – New Monsters), move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref +0, Will +2; AL N.

Battle trained: These mercenaries will not turn and run if any shaman present is killed.

Lizard, giant: Init -3; Atk bite +5 melee (3d4); Crit M/d8; AC 17; HD 3d8; MV 40′, climb 20′; Act 1d20; SP camouflage (+10 to hide checks); SV Fort +2, Ref -2, Will -2; AL N.

Tribal Bands: Unlike the beast man patrols, the tribal bands are not part of any organized efforts of policing the area. Instead, each encounter has its own motivation, impacting play.

TABLE SP-1: SPECIAL PATROL MEMBERS

1d6	Special Member
1	**Dogbrother:** Init +1; Atk bite +5 melee (1d5+1) or longsword +5 melee (1d8+3); Crit M/d10 or IV/d10 (if wielding a weapon); AC 15; HD 4d8+2 (hp 20); MV 50′; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60′; SV Fort +2, Ref +3, Will +2; AL C. *Keen senses (sight, hearing and scent)*: All creatures within 120′ suffer a -1d penalty to all attempts made to avoid detection by the dogbrother.
2	**Dogbrother mystic:** Init +1; Atk bite +5 melee (1d5+1), or dagger +5 melee (1d4+3) or +5 missile fire (1d4), or spell; Crit M/d10 or IV/d10 (if wielding a weapon); AC 15; HD 4d8+2 (hp 18); MV 50′; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60′, spellcasting (+4 spell check): Spells (1st) *cantrip*, *charm person*, *magic missile*; (2nd) *spider web*; SV Fort +2, Ref +3, Will +2; AL C. *Keen senses (sight, hearing and scent)*: All creatures within 120′ suffer a -1d penalty to all attempts made to avoid detection by the dogbrother.
3	**Minotaur:** Init +8; Atk gore +8 melee (1d8+4) or battleaxe +8 melee (1d10+4); Crit M/d12 or IV/d12 (if wielding a weapon); AC 15; HD 6d8+6 (hp 35); MV 30′; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C. *Bull charge*: A minotaur initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Strength 24 (+6)) or be hurled back 20′. *Stubborn*: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Willpower saves against these spells.
4	**Lizardman (2):** Init -2; Atk bite +3 melee (1d4 plus roll), club +2 melee (1d4); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8 (hp 8 each); MV 30′, swim 30′; Act 1d20; SP roll (see p. 237, Appendix A – New Monsters), move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.
5	**Human captive (peasant) (6):** Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 2 each); MV 30′; Act 1d20; SP Fort -1, Ref -2, Will -1; AL N.
6	Roll twice, ignoring 6s.

TABLE TB-1: TRIBAL BAND COMPOSITION

d3	Band	Members
1	A	Clerical Escort
2	B	War Party
3	C	Escaped Captives with a 60% Chance of Being Pursued by a Gnoll Patrol.

CLERICAL ESCORT: A cleric of the Dark One is being escorted to a ceremony being held at area 1-23.

Ceremonial guard: Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8 (hp 10); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

Cleric of Thanatos: Init +0; Atk stone mace +2 melee (1d6) or spell; Crit III/d10; AC 15 (chainmail); HD 4d8 (hp 30); MV 30'; Act 1d20; SP cleric abilities ((CL 4, +4 spell check): divine aid, lay on hands, turn unholy)), control un-dead, *speak with dead* (2/day, +2 spell check); spellcasting (+4 spell check): Spells (1st) *holy sanctuary, paralysis, protection from evil, silence*; (2nd) *snake charm*; (3rd) *bolt from the blue*; SV Fort +2, Ref +1, Will +2; AL L.

Control un-dead: A cleric of Thanatos may control un-dead in a fashion similar to their ability to turn unholy, save that they have a minimum result of 12.

CONTROL UN-DEAD RESULT BY HD

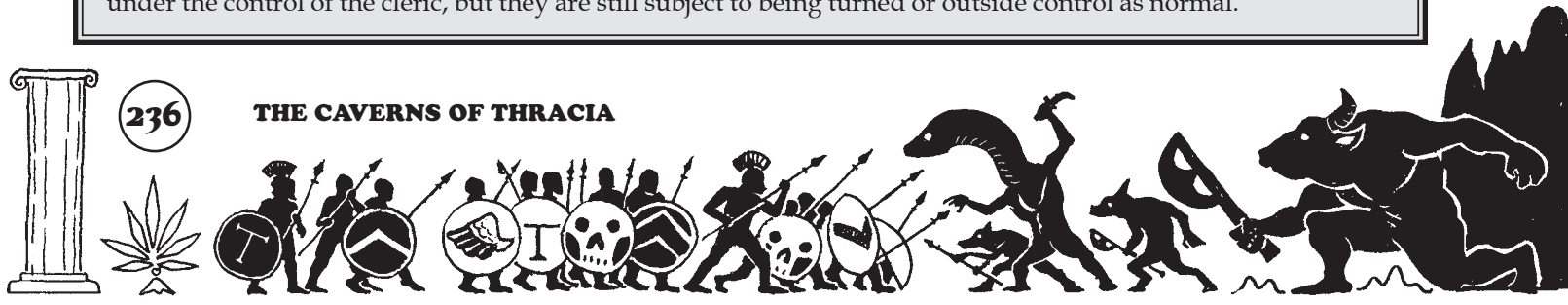
Check	Control Range	1 HD	2 HD	3-4 HD	5-6 HD	7-8 HD	9-10 HD	11-12 HD
12-13	30'	C1	NE	NE	NE	NE	NE	NE
14-17	30'	C1d3+CL	C1	NE	NE	NE	NE	NE
18-19	30'	C1d4+CL	C1d3+CL	NE	NE	NE	NE	NE
20-23	60'	C1d6+CL	C1d4+CL	C1	NE	NE	NE	NE
24-27	60'	C1d8+CL B+1d	C1d6+CL	C1d3+CL	C1	NE	NE	NE
28-29	60'	C2d6+CL B+1d	C1d8+CL B+1d	C1d4+CL	C1d3+CL	C1	NE	NE
30-31	120'	R1d8+CL	C2d6+CL B+1d	C1d6+CL	C1d4+CL	C1d3+CL	C1	NE
32+	240'	R2d6+CL	R1d8+CL	C1d8+CL B+1d	C1d6+CL	C1d4+CL	C1d3+CL	C1

NE = No Effect.

C = Creatures up to this HD are controlled in a quantity. For example, "C1" means one creature is controlled; "C1d4+CL" means a number of creatures of this HD are controlled equal to 1d4 + caster level. Creatures of greater than 2 HD receive a saving throw (Willpower save vs. control check DC). A controlled creature is completely obedient to the cleric unless usurped through the control of another cleric. The duration of control is as follows: 1 HD 1d3+CL years; 2 HD 1d4+CL months; 3-4 HD 1d5+CL weeks; 5-6 HD 1d6+CL days; 7-8 HD 1d7+CL hours; 9-10 HD, 1d8+CL turns; 11-12 HD, 1d10+CL rounds.

B = Creatures are turned, and they are bolstered with a +1d bonus against subsequent turn unholy and control un-dead attempts. For example, C1d4+CL, B+1d4 means the cleric can control a number of creatures of this HD equal to 1d4+CL, and those creatures *also* gain +1d bonus to saves against being turned or controlled.

R = If the corpses are available, the cleric raises the indicated number of un-dead. These un-dead are permanently under the control of the cleric, but they are still subject to being turned or outside control as normal.



Tribal warriors (4): Init +1; Atk spear +3 melee (1d8); Crit III/d6; AC 13 (leather and shield); HD 1d8 (hp 8, 7, 6, 4); MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

WAR PARTY: This tribal war party has been whipped up to a berserk fury by the clerics of the Dark One and unleashed in the hopes that they will slay many of the beast men. These warriors do not fear death, but rather crave its glorious release as earned in combat.

Tribal warrior, berserk (6): Init +1; Atk spear +5 melee (1d8+2); Crit III/d6; AC 13 (leather and shield); HD 1d8 (hp 8, 7, 6, 4); MV 20'; Act 1d20; SP death throes; SV Fort +4, Ref +3, Will +2; AL N.

Death throes: After being reduced to 0 hp, berserk tribal warriors fight for 1 additional round.

ESCAPED CAPTIVES: Having escaped from their work detail, these human captives are frantically racing towards the freedom afforded by the surface. If pursued by a gnoll patrol (60% chance), a random gnoll patrol (see Table GP-1) arrives on scene 1d5 rounds after the initial arrival of the captives. If the captives are not present upon the arrival of the patrol, the gnolls gladly seek to take the PCs captive as replacements.

Human captive (peasant) (6): Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4 (hp 2 each); MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N.

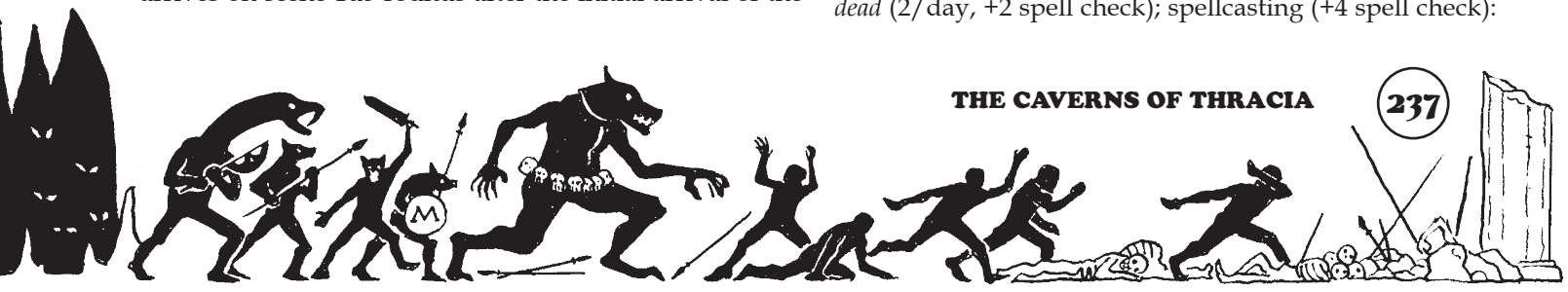
NEW MONSTERS

ACOLYTE OF THANATOS

Acolyte of Thanatos: Init -1; Atk mace +1 melee (1d6), *charm* (turns any humanoid friendly to their cause for 1d4 hours, DC 11 Will save to resist), or harmful spell (1d6+1, DC 11 Will save for half damage, range 50'); Crit III/d6; AC 13 (leather & shield); HD 1d8; MV 30'; Act 1d20; SP *charm* (1/day), harmful spell (2/day); SV Fort +1, Ref +0, Will +2; AL N.

CLERIC OF THANATOS

Cleric of Thanatos: Init +0; Atk stone mace +2 melee (1d6) or spell; Crit III/d10; AC 15 (chainmail); HD 4d8; MV 30'; Act 1d20; SP cleric abilities ((CL 4, +4 spell check): divine aid, lay on hands, turn unholy)), control un-dead, *speak with dead* (2/day, +2 spell check); spellcasting (+4 spell check):



Spells (1st) *holy sanctuary, paralysis, protection from evil, silence*; (2nd) *snake charm*; (3rd) *bolt from the blue*; SV Fort +2, Ref +1, Will +2; AL L.

Control un-dead: A cleric of Thanatos may control un-dead in a fashion similar to their ability to turn unholy, save that they have a minimum result of 12.

FRIAR OF THANATOS

Friar of Thanatos: Init +0; Atk warhammer +3 melee (1d8), sling +3 missile fire (1d4), or harmful spell (1d8+2, DC 13 Will save for half damage, range 100'); Crit III/d8; AC 12 (leather); HD 3d8; MV 30'; Act 1d20; SP heal 2/day (1d4 hp), harmful spell (3/day), turn foes (3/day, DC 13 Will save or be held 20' back from the friar); spellcasting (+0 spell check): Spells (1st) *paralysis*; SV Fort +2, Ref +1, Will +4; AL N.

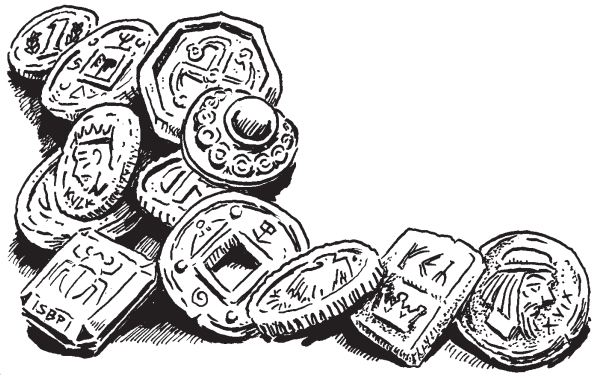
WORSHIPER OF THANATOS

Worshiper of Thanatos: Init -2; Atk club -1 melee (1d4-1); Crit III/d4; AC 9; HD 1d4; MV 30'; Act 1d20; SP follower of Thanatos (immune to effects which specifically impact non-worshipers of Thanatos); SV Fort -1, Ref -2, Will -1; AL varies.

AVATAR OF TRITON

Avatar of Triton: Init +4; Atk +2 trident +10 melee (1d6+6), claw +10 melee (1d8+4) or tail slap +12 melee (1d14), or spell; Crit 19-20 M/d30 or V/d30 (if wielding a weapon); AC 22; HD 10d12; MV 40', swim 60'; Act 3d20; SP *Triton's horn* (see Appendix B - New Equipment, Magic Items, Curses, and Spells), spellcasting (+15 spell check); Spells (1st) *blessing, darkness, paralysis, second sight, water breathing (patron spell: Triton,* see Appendix B - New Equipment, Magic Items, Curses, and Spells), *word of command*; (2nd) *curse, lotus stare, rapture of the deep (patron spell: Triton,* see Appendix B - New Equipment, Magic Items, Curses, and Spells); (3rd) *bolt from the blue, challenge deep (patron spell: Triton,* see Appendix B - New Equipment, Magic Items, Curses, and Spells); SV Fort +8, Ref +10, Will +8; AL N.

The monstrous figure has the lower body of a lobster and the torso, arms and head of a man extending from where the crustacean's head would normally be. While most of its body is covered in a greenish-blue patina, its "flesh" is covered in a pattern of tiny scales akin to sharkskin and its shoulders are blanketed with a thick coating of startlingly white barnacles. In its hands is a trident, held as if ready for use in battle and a large conch horn hangs freely at its side.



BARROW-WIGHT

Barrow-wight: Init +1; Atk claw +2 melee (1 plus XP drain (1d4, DC 10 Will save negates)); Crit U/d8; AC 15; HD 3d8; MV 40′, climb 20′; Act 1d20; SP un-dead traits; SV Fort +3, Ref +5, Will +3; AL C.

Un-dead traits: Barrow-wights are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

XP drain: Experience lost to the barrow-wight does not reduce a PC's level but must be re-earned prior to being able to reach the next level. Characters reduced to 0 XP are slain and rise as barrow-wight within 1d7 days

Bits of leathery flesh crumble from the body of this un-dead horror as it moves forward. Its eyes burn with unnatural hunger, and a leathery tongue lolls from its mouth, trailing thick necrotic drool

BEAR

Bear, black: Init +1; Atk slam +3 melee (1d6+3) or claw +3 melee (1d8+3); Crit M/d8; AC 14; HD 2d8+3; MV 30′; Act 1d20; SV Fort +3, Ref +3, Will +1; AL N.

Bear, brown (war-trained): Init +2; Atk slam +5 melee (1d6+5 plus bear hug) and claw (x2) +5 melee (1d8+5); Crit M/d10; AC 16; HD 5d8+4; MV 30′; Act 3d20; SP bear hug, infravision 60′, immune to fear, +1d bonus against magical *charm* or *sleep*; SV Fort +4, Ref +2, Will +1; AL N.

Bear hug: In combat, the bear grasps its enemy in a mighty bear hug to hold its prey firmly in place while it ravages it with its fangs. If the bear lands a slam successfully, its opponent must succeed in an opposed Strength check against the bear's 20 Strength (+4). Failure means they have been trapped in a bear hug. Each round thereafter, the bear automatically inflicts another 1d6+5 damage with its massive fangs. The victim can attempt to escape each round with another opposed Strength check on their action.

BOAR, GIANT

Boar, giant: Init +5; Atk tusks +8 melee (1d8+2); Crit M/d8; AC 14; HD 3d8; MV 40'; Act 1d20; SP trample; SV Fort +9, Ref +2, Will +1; AL C.

Trample: When initially encountered, giant boars often charge into combat (+2 to attack, -2 to AC the following round). On a successful charge against a foe of human-size or smaller, the victim is automatically knocked prone and trampled for an automatic critical hi

CARRION CREEPER

Carrion creeper: Init +4; Atk tentacle (x2) +3 melee (1d6+1 plus paralysis for 1 turn (DC 12 Fort save negates), range 10') and bite +3 melee (2d6+1); Crit M/d8; AC 17; HD 3d10; MV 30', climb 30'; Act 3d20; SP infravision 60'; SV Fort +3, Ref +2, Will +1; AL N.

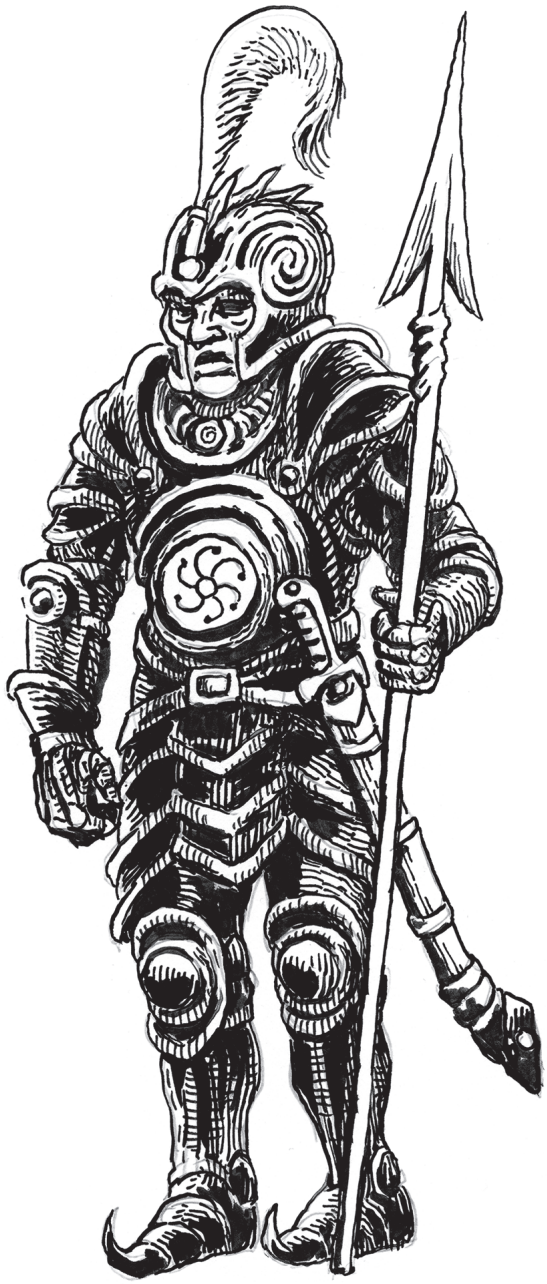
Easily the size of an adult human, the head of this centipedinal creature is crowned with a pair of feathery tentacles which wave in the air before it as it advances.

CATTLE

Cattle: Init +6; Atk bite +1 melee (1d3) or kick +1 melee (1d5); Crit III/d6; AC 13; HD 2d8; MV 40'; Act 1d20; SV Fort +1, Ref +0, Will -2; AL N.

CEREMONIAL GUARD

Ceremonial guard: Init +1; Atk longsword +3 melee (1d8) or spear +3 melee (1d8); Crit III/d8; AC 18 (ceremonial plate); HD 2d8; MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.



COMPSOGNATHUS

Compsognathus: Init +3; Atk bite +0 melee (1d3); Crit III/d4; AC 14; HD 1d5; MV 50'; Act 1d20; SP undeveloped mind; SV Fort +0, Ref +2, Will special; AL N.

Undeveloped mind: The brain of this hen-sized dinosaur is so small and undeveloped that it makes no roll for Willpower saves. In cases of illusion, fear or tests of sheer willpower, the creature automatically fails. If subject to things such as *charm* or *word of command,* it simply isn't intelligent enough to hold the thought long enough to carry out the instructions, thus automatically succeeding.

Tufts of ruby-red feathers dot the body of this chicken-sized lizard. It rushes forward, hissing and menacingly clacking its jaws.

CORRUPTED BRAMBLE HEDGE

Corrupted bramble hedge: Init +0; Atk special; Crit N/A; AC 14; HD 40d8; MV 0'; Act special; SP thorny barrier, regeneration (see below); SV Fort +3, Ref N/A, Will +2; AL C.

Regeneration: The brambles regenerate at a rate of 2/round and any path cut through them begins to close once 25+ hp have been regenerated. Sleeping PCs within a path as it closes suffer 3d4 damage every second round as the thorns slowly sink into their flesh. Such victims must be cut out.

Thorny barrier: The brambles require 50 damage to be inflicted on them before a person-sized hole or passage can be cut through them. When cut, these brambles exude sickly smelling vapor that puts anyone within 5' to sleep (DC 12 Fortitude save negates). Victims sleep for (20-Stamina ability score) turns and are allowed an additional saving throw each time they incur damage.

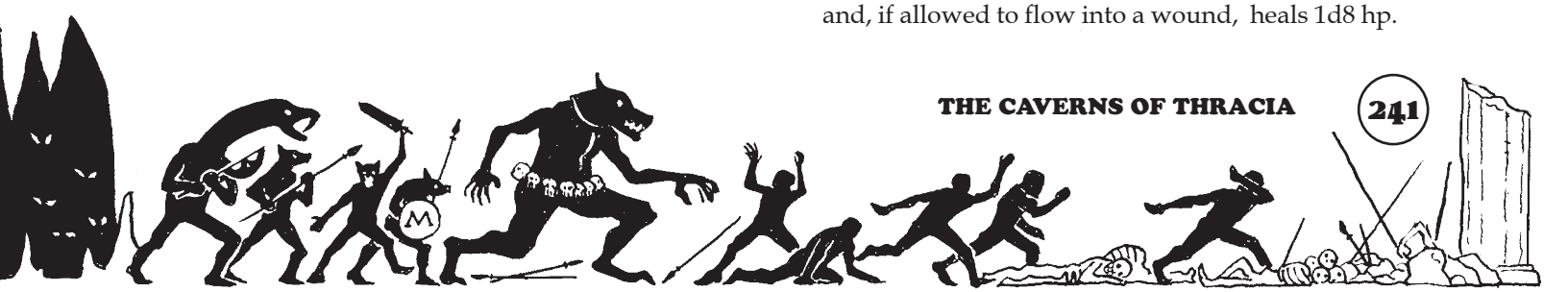
CORRUPTED PLATANUS TREES

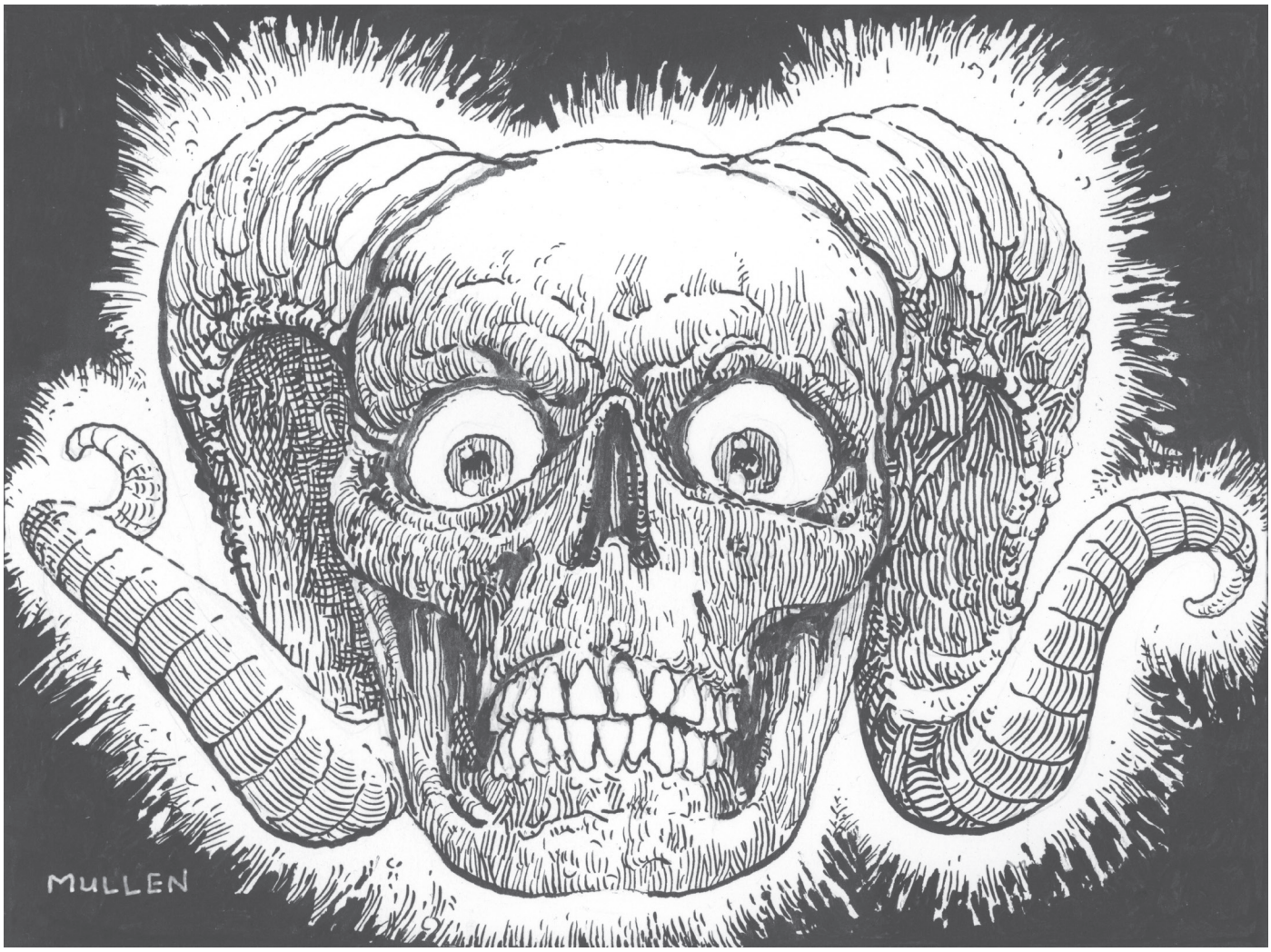
Corrupted Platanus tree: Init +0; Atk branch +3 melee (1d8); Crit M/d8; AC 15; HD 6d8; MV 0'; Act 3d20; SP branch barrier, fire resistant (half damage from fire), hardy, healing sap, immune to *sleep* and *charm*; SV Fort +3, Ref N/A, Will +2; AL C.

Branch barrier: The trees allow cows, minotaurs, lizardmen, and gnolls to pass freely beneath them. But, if another sapient approaches within 50' of them, they lower a network of branches that act as a barrier, tearing at the flesh of any intruder trying to cut their way through. PCs attempting to push through automatically suffer 2d6/round, and have their movement reduced to 10'. To cut a path through the barrier requires inflicting 40 damage (AC 13). This creates an approximately human-sized tunnel, 15' long. This does not count as damage done to the trees themselves.

Hardy: To kill the trees, the trunks must first be reached. Doing so requires cutting a path directly to the trunk of the tree, requiring inflicting at least 20 damage (AC 13). Once at the trunk, the tree itself may be damaged.

Healing sap: The sap of the trees has restorative qualities and, if allowed to flow into a wound, heals 1d8 hp.





DEMON

Servitor skull (Type I demon, Thanatos): Init +0; Atk bite +4 melee (1d8) or eyebeam (x2) +4 missile fire (1d5, range 60'); Crit DN/d4; AC 15; HD 4d12; MV fly 60'; Act 1d20 or 2d16 (eyebeam); SP demon traits; SV Fort +4, Ref +4, Will +0; AL C.

Demon traits: Communication by speech (Demonic, Common), half damage from non-magical weapons, acid, fire, and cold, cannot travel planes of own volition, infravision 120', spellcasting (+4 spell check): Spells (1st) *darkness*.

Floating fifteen feet off the ground in the center of the hexagram is a green, glowing, human skull with ram's horns apparently growing out from it. The skull has living eyes and is watching the area very closely.

DISEMBODIED MOUTH

Disembodied mouth: Init +3 (surprise); Atk bite +5 melee (see below); Crit III/see below; AC 15; HD special; MV fly 60'; Act 1d30; SP fleeting, increasingly aggressive, phlogistonic creation, surprise, immune to *charm*, *paralysis*, poison, and *sleep*; SV Fort +3, Ref +5, Will +3; AL N.

Fleeting: The disembodied mouth only remains for 1d3 rounds after its initial surprise attack before disappearing again.

Increasingly aggressive: If not destroyed in the initial encounter, the creature disappears, to reappear 1d5+1 turns later, fully restored and strengthened. It gains +1 HD (4 hp, possibly increasing its Crit die type on Table 9-10: Monster Critical Hit Matrix, p. 385, DCC RPG), and its bite damage increases by +1d each time it returns. It continues to attack in this fashion (appearing every 1d5+1 turns and attacking for 1d3 rounds) until it is destroyed or the treasure it was

guarding is discarded. If not destroyed soon, it gets very nasty, very quickly.

Phlogistonic creation: The disembodied mouth is a creature woven together from raw magic. As such, it may be held at bay through any successful casting of *protection from evil* or *holy sanctuary.* In addition, if targeted with *dispel magic*, it suffers 1d6 damage per level of spell check success (a result of 16-17 doing 1d6, 24-26 inflicting 4d6, etc.). A successful Willpower save against the *dispel magic* spell check result reduces damage by half.

Surprise: The disembodied mouth appears invisibly, striking with surprise 100% of the time unless detected via magical means. When causing surprise, the disembodied mouth receives a free attack prior to the rolling of initiative

DOGBROTHER OR DOGSISTER

Dogbrother: Init +1; Atk bite +5 melee (1d5+1) or longsword +5 melee (1d8+3); Crit M/d10 or IV/d10 (if wielding a weapon); AC 15; HD 4d8+2; MV 50′; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60′; SV Fort +2, Ref +3, Will +2; AL C.

Keen senses (sight, hearing and scent): All creatures within 120′ suffer a -1d penalty to all attempts made to avoid detection by the dogbrother.

Dogbrother mystic: Init +1; Atk bite +5 melee (1d5+1), dagger +5 melee (1d4+3) or +5 missile fire (1d4), or spell; Crit M/d10 or IV/d10 (if wielding a weapon); AC 15; HD 4d8+2; MV 50′; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60′, spellcasting (+4 spell check): Spells (1st) 1d5 random wizard spells; (2nd) 1d3 random wizard spells; SV Fort +2, Ref +3, Will +2; AL C.

Keen senses (sight, hearing and scent): All creatures within 120′ suffer a -1d penalty to all attempts made to avoid detection by the dogbrother.

Dogsister: Init +1; Atk bite +5 melee (1d5+1) or dagger +5 melee (1d4+3) or +5 missile fire (1d4+3); Crit M/d10 or IV/d10 (if wielding a weapon); AC 15; HD 4d8+2; MV 50′; Act 2d20; SP keen senses (sight, hearing and scent), infravision 60′; SV Fort +2, Ref +3, Will +2; AL C.

Keen senses (sight, hearing and scent): All creatures within 120′ suffer a -1d penalty to all attempts made to avoid detection by the dogsister.

Dogman pup: Init +1; Atk bite +1 melee (1d3); AC 9; HD 1d6; MV 30′; Act 1d20; SP keen senses (sight, hearing and scent), infravision 60′; SV Fort +0, Ref +1, Will +0; AL C.

Keen senses (sight, hearing and scent): All creatures within 120′ suffer a -1d penalty to all attempts made to avoid detection by the dogbrother.

This bestial creature combines the stature of a human with the head and fur of a desert jackal. Its slender face tapers into a snout filled with wicked fangs.

DOPPELGANGER

Doppelganger: Init +1; Atk claw +1 melee (1d5); Crit III/d6; AC 12; HD 1d8+1; MV 30′; Act 1d20; SP telepathic link, *hide in shadows* +6, *sneak silently* +6, unstable form; SV Fort +2, Ref +0, Will -1; AL C.

Telepathic link: Prior to taking a creature's form, the doppelganger establishes a telepathic link so as to duplicate their memories and mannerisms (DC 13 Willpower save to resist). The mental link lasts for up to 1d3 turns. Should their target die, the mental link is broken. While a doppelganger is physically indistinguishable from their victim, if they have failed to establish a telepathic link, the identity of the duplicate rapidly becomes apparent.

Unstable form: Having no known permanent form, doppelgangers are adept at taking the forms of other creatures, mimicking them exactly, including the appearance of armor and weapons. Weapons are merely an extension of their body and are simply a disguised claw attack.

ELEMENTAL

All elementals share these traits:

As extraplanar creatures, they are impervious to normal attacks. They can only be wounded normally by magic weapons, spells, other extraplanar denizens, or creatures with naturally magical attacks (including paralysis, sleep, poison, acid, breath weapon, etc.). Creatures of at least 4 HD are powerful enough to wound an elemental for half damage, and creatures of at least 6 HD can cause normal damage.

A summoned or conjured elemental must be controlled by a wizard in order for its actions to be directed. The controlling wizard must concentrate. If his concentration is broken, they may lose control of the elemental. Free-willed elementals attack in a rage, targeting the creatures that have dealt them damage or controlled them. After 1d6 rounds they return to their original plane if they are able to do so.

A wizard can attempt to take control of a free-willed elemental by casting the appropriate spell. When it comes to controlled elementals, a wizard can attempt to wrest control from another wizard by casting dispel magic against the controlling wizard's source of control, then casting the appropriate spell to control the elemental themself.

Elementals that appear on the material plane have 8, 12, or 16 HD, depending on the mode of summoning. Elementals on their native planes are even more powerful and may possess 20 or more HD. Elementals of 12 or 16 HD receive one extra action die. Elementals of 20+ HD receive two extra action dice.

Elemental, earth (magma): Init +4; Atk burning slam +12 melee (4d6+2); Crit M/d24; AC 20; HD 16d8; MV 30′, dig 30′; Act 4d20; SP elemental traits, inferno; SV Fort +10, Ref +4, Will +8; AL N.

Elemental traits: Elementals are impervious to non-magical attacks and can be controlled by a wizard casting the proper spell (p. 411, DCC RPG).

Inferno: Living creatures coming within 20′ of the magma elemental, automatically suffer 1d3 damage per round. Additionally, unprotected items made of paper and wood (including maps, scrolls, and arrows) are incinerated when coming within 5′ of the elemental.

GNOLL

Gnoll (alpha): Init +4; Atk bite +3 melee (1d3+3), two-handed sword +3 melee (1d10+3), or spell; Crit 19-20 M/d10 or III/d10 (if wielding a weapon); AC 15; HD 4d12; MV 30′; Act 1d20; SP *invoke patron* (Ithha, d16 spell check); SV Fort +3, Ref +2, Will +1; AL C.

Gnoll (beta): Init +0; Atk bite +2 melee (1d3+2), by weapon +2 melee, or spell; Crit 19-20, M/d6 or III/d6 (if wielding a weapon); AC 13; HD 2d12; MV 30′; Act 1d20; SP *invoke patron* (Ithha, d16 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Gnoll leader: Init +0; Atk bite +2 melee (1d3+2), two-handed sword +2 melee (1d10+2), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 2d8; MV 30′; Act 1d20; SP *invoke patron* (Ithha, d16 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Gnoll lieutenant: Init +0; Atk bite +2 melee (1d3+1), two-handed sword +2 melee (1d10+1), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 2d8; MV 30′; Act 1d20; SP *invoke patron* (Ithha, d14 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Gnoll matron: Init +0; Atk bite +1 melee (1d3), by weapon +1 melee, or spell; Crit M/d8 or III/d8 (if wielding a weapon); AC 12; HD 2d8; MV 30′; Act 1d20; SP *invoke patron* (Ithha, d16 spell check); SV Fort -1, Ref -2, Will +4; AL C.

Gnoll mercenary: Init +0; Atk bite +1 melee (1d3), battleaxe +1 melee (1d10), longbow +1 missile fire (1d6), or spell; Crit M/d6 or III/d6 (if wielding a weapon); AC 13; HD 1d8+4; MV 30′; Act 1d20; SP *invoke patron* (Ithha, d14 spell check); SV Fort +1, Ref +0, Will +0; AL C.

Gnoll nursemaid: Init +0; Atk bite +1 melee (1d3), by weapon +1 melee, or spell; Crit M/d8 or III/d8 (if wielding a weapon); AC 12; HD 2d8; MV 30′; Act 1d20; SP *invoke patron* (Ithha, d16 spell check); SV Fort -1, Ref -2, Will +4; AL C.

Gnoll child: Init +0; Atk bite +0 melee (1); Crit III/d4; AC 10; HD 1d6; MV 30′; Act 1d20; SV Fort -1, Ref +3, Will -1; AL C.

Gnoll adolescent: Init +0; Atk bite +1 melee (1d3), or by weapon +0 melee; Crit M/d6 or III/d6 (if wielding a weapon); AC 10; HD 1d8; MV 30′; Act 1d20; SV Fort +0, Ref +2, Will +2; AL C.

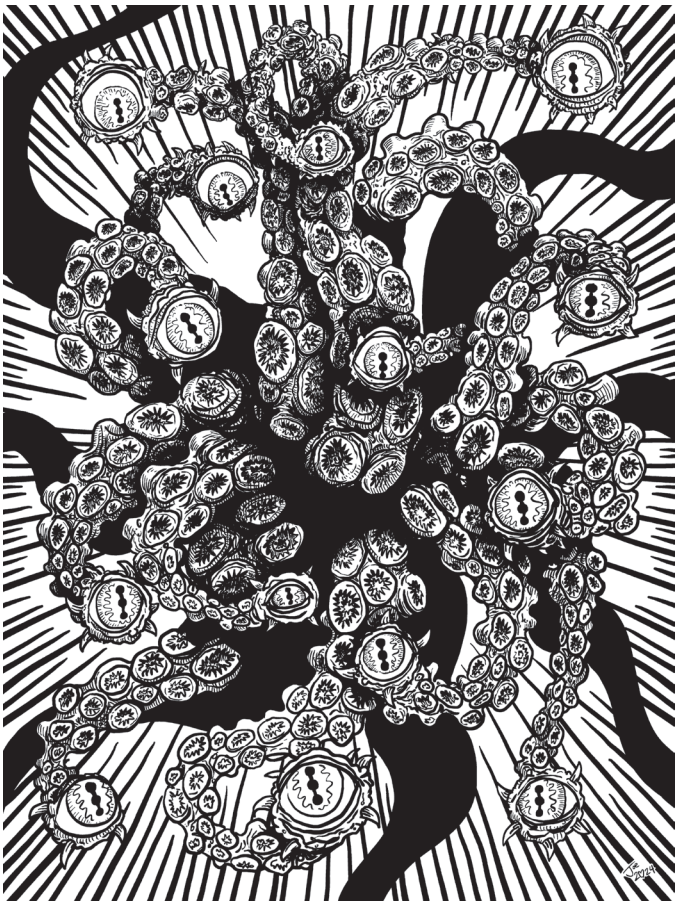
Gnoll pup: Init +0; Atk bite -1 melee (1); Crit III/d4; AC 10; HD 1d4; MV 30′; Act 1d20; SP big eyes; SV Fort -2, Ref +4, Will -2; AL C.

Big eyes: Gnoll pups look much akin to baby hyenas, with big round ears and soulful eyes. Creatures meeting their gaze must succeed at a DC 10 Willpower save or be horrified by the thought of attacking such adorable little puppies and be rendered unable to attack them with lethal force. If required to combat the creatures, they instead attempt to subdue them (see p. 96, DCC RPG). Chaotically inclined creatures receive a +1d bonus to the save.

GOLDEN LIZARD

Golden lizard: Init -3; Atk bite +7 melee (1d12) and claw (x2) +5 melee (2d6); Crit M/d8; AC 17; HD 3d8; MV 40′, climb 20′; Act 1d20 (bite)+2d16 (claws); SP magically endowed; SV Fort +2, Ref -2, Will -2; AL N.

Magically endowed: This golden lizard is protected by a magical aura which blocks all forms of missile attacks (mundane or otherwise) and spells directly targeting it. Arrows halt in midair before dropping to the ground while spells reflect away from it as if hitting an unseen barrier.



GUARDIAN BEAST

Guardian beast: Init -2; Atk tentacle (x6) +2 melee (1 plus grasp, range 50'); Crit M/d8; AC 13 (body), 15 (tentacles); HD *special* - Treat as 3 HD; hp 30 (body), 20 each (tentacles); MV 20', swim 40'; Act 6d20; SP grasp (1d8/round, DC 15 Strength check to escape), slow regeneration (3/turn, tentacles only), tentacular vision; SV Fort +2, Ref -2, Will +2; AL N.

Grasp: Victims in the grasp of the guardian beast suffer 1d8 damage/round as it squeezes them and crushes their internal organs to paste. Those who succeed at a Luck check still have their arms free and are able to take actions such as striking at the tentacle holding them. While grasped, victims are pulled 20'/round towards the water. PCs dragged under the water may begin to drown, but are likely to be slain long before.

Tentacular vision: The mass of the beast is always submerged beneath the water. It sees by using the eyes on the ends of its appendages. Blinding a single eye has no impact on the creature's ability to see. Only blinding all seven eyes (including the one on its body) functionally blinds the beast.

The elephantine creature's sea-lionesque body sprouts six tentacles which coil and clutch at its prey. Each tentacle is tipped with an unlidded, rectangular-pupiled eye. The center of the creature's back also has a single, massive eye staring upwards. When exposed to air, an opaque nictitating lid shields it from the dry air.

GUARDIAN WARRIOR

Guardian warrior: Init +0; Atk *+1 longsword* +4 melee (1d8+1); Crit III/d8; AC 19 (full plate & shield); HD 2d12; MV 30'; Act 1d24; SP single combat, cannot be surprised; SV Fort +1, Ref +0, Will +0; AL C.

Single combat: The guardian warrior doesn't attack until a single champion has been determined from intruding adventurers. At that point they are impervious to all attacks or attempts at hindrance by any other being. Any further attempt at touching or attacking the guardian warrior passes through them as if they were made of smoke. The same goes for their opponent, who cannot be touched (making lay on hands impossible, for example). Once locked in combat with the guardian warrior, it is to the death. If they are attacked en masse, then the first adventurer to cross swords with them, hit them with a spell, or join combat in any manner is their opponent.

HAMADRYAD

Hamadryads are fey spirits magically bound to trees. While travelers have long referred to all such tree spirits as "dryads," the wisest sages understand that dryads are bound specifically to oak trees. Spirits of other trees exist, differing in name, form, and abilities (such as daskolite, laconiads, and others). Like their oak-dwelling sisters, other types of hamadryads are tree-bound, reclusive, and wield powerful woodland magic.

All hamadryads share the following traits:

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Heartwood: The heartwood of a hamadryad has mystic properties and can be used in the creation of a magic item (varying by hamadryad type).

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and paralysis.

Infravision 60′.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Magic resistance: Servants of the King of Elfland, hamadryads are resistant to mortal magics. All spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled.

Caryatid (walnut tree hamadryad): Init +0; Atk club +2 melee (1d4 plus poison (1d6, DC 8 Fort save negates)), walnut +2 missile fire (1d6, range 30′), or spell; Crit III/d8; AC 16; HD 3d8; MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, fey insight, immunity to poison, speak with beasts and plants, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, choking cloud*; (2nd) *neutralize poison*; SV Fort +3, Ref +2, Will +5; AL C.

Fey insight: The caryatid studies 1 target within 30′ and fully understands their actions and motivations (DC 12 Willpower save negates). The target suffers a -1d penalty to attack rolls against the caryatid, and the caryatid gains a +1d bonus to attack rolls made against the target. The effect lasts for 12 hours or until the caryatid turns its insight elsewhere. The caryatid can understand 1 sentient or 3 animals at one time.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a hamadryad has mystic properties and can be used in the creation of a magic item (varying by hamadryad type). The heartwood of a caryatid's tree can be used to craft a *repellant staff*.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and paralysis.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Speak with beasts and plants: The caryatid can communicate with beasts and plants as if they shared a language.

Emerging from the tree steps a berobed figure, wearing a crown of walnuts. It silently gazes at you, as if passing judgment.

Daskolite (ash hamadryad): Init +0; Atk spear +2 melee (1d8 plus poison (permanent -1 Intelligence loss, DC 12 Fort save negates)) or spell; Crit III/d8; AC 14; HD 4d8; MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey knowledge, fey linguist, spellcasting (+7 spell check): Spells (1st) *detect evil, detect magic, second sight;* (2nd) *curse*; SV Fort +3, Ref +2, Will +5; AL C.

Fey knowledge: Daskolites are fonts of knowledge, wisdom, and education. They are able to correctly answer any question of fact put to them, no matter how obscure. Such a gift generally requires a great offering or sacrifice in support of the hamadryad and the surrounding forest, with the value of the required gift increasing with the obscurity of the knowledge. These hamadryads are natural teachers though, and are glad to answer simple questions and provide basic instructions without additional obligation.

Fey linguist: The daskolite inherently understands all languages, verbal, written, or otherwise signaled and may communicate freely with all plants, animals, and other communicative beings.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a daskolite can be used to craft a *luck charm*, which grants a -2 to all Luck check rolls.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Dryad (oak hamadryad): Init +0; Atk club +2 melee (1d4 plus poison (1d6, DC 8 Fort save negates)), acorn +3 missile fire (1d3, range 20′), or spell; Crit III/d8; AC 16; HD 3d8; MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey beauty, immunity to poison, speak with beasts and plants, spellcasting (+7 spell check): Spells (1st) *cantrip, color spray, enlarge*; (2nd) *strength*; SV Fort +3, Ref +2, Will +5; AL C.

Fey beauty: The unearthly beauty of dryads is legendary. So striking are they in both form and feature that any creature that they turn their attention to risks being *charmed* by their unnatural poise and presence (DC 12 Willpower save negates) falling under the dryad's sway for 2d5 rounds. The *charmed* targets treat the dryad as a trusted friend to be protected and obeyed.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a dryad's tree can be used to craft a *+3 staff*.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Speak with beasts and plants: The dryad can communicate with beasts and plants as if they shared a language.

Clad in a shimmering toga, this maiden wears a crown of green oak leaves around her head. She stands tentatively, as if ready to flee at any moment.

Dryad, elder (oak hamadryad): Init +0; Atk club +2 melee (1d4 plus poison (2d6, DC 15 Fort save negates)), acorn +3 missile fire (1d3 plus poison (1d4, DC 15 Fort save negates), range 20′), or spell; Crit M/d8 or III/d8 (if wielding a weapon); AC 16; HD 3d8; MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey beauty, fey touch, immunity to poison, speak with beasts and plants, spellcasting (+7 spell check): Spells (1st) *cantrip, color spray, enlarge*; (2nd) *strength*; SV Fort +3, Ref +2, Will +5; AL C.

Fey beauty: The unearthly beauty of dryads is legendary. So striking are they in both form and feature that any creature that they turn their attention to risks being charmed by their unnatural poise and presence (DC 12 Willpower save negates) falling under the dryad's sway for 2d5 rounds. The charmed targets treat the dryad as a trusted friend to be protected and obeyed.

Fey touch (1/day): The elder dryad can bestow her immunity to poison to a willing subject. Her touch grants full and total immunity to poison to the recipient, lasting for 1 week.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a dryad's tree can be used to craft a *+3 staff*.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

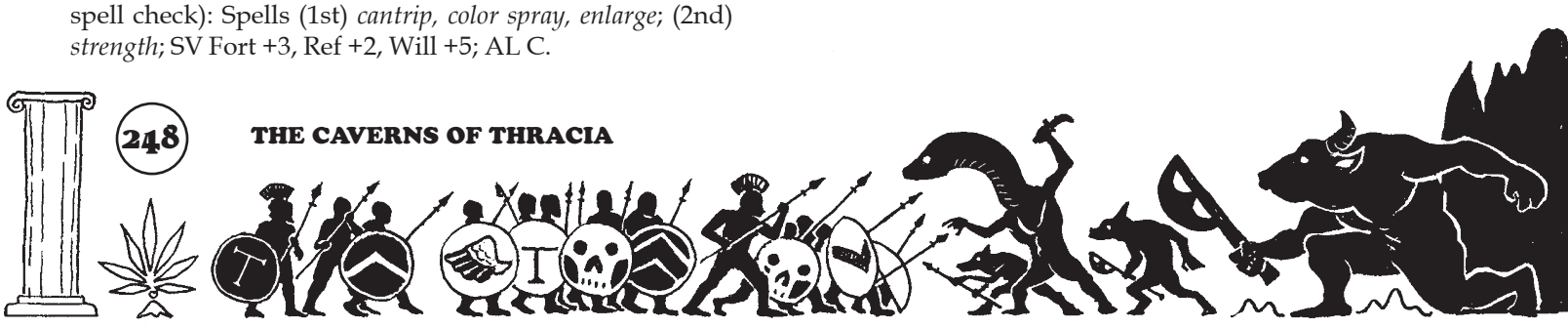
Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Speak with beasts and plants: The dryad can communicate with beasts and plants as if they shared a language.

Radiantly beautiful, the unearthly appearance of this woman is breathtaking. Her diaphanous gown flows and shimmers, almost with a life of its own. Thrust into a slender cord around her waist is a wooden cudgel, stained with old blood.

Heldreichiad (maple hamadryad): Init +0; Atk staff +3 melee (1d6) or spell; Crit III/d8; AC 14; HD 2d8; MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey adhesion, spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, choking cloud*; (2nd) *neutralize poison*; SV Fort +3, Ref +2, Will +5; AL C.

Fey adhesion: Attackers striking a heldreichiad find their weapon (or worse, themselves) stuck to the hamadryad's flesh. It requires a successful DC 14 Strength check to pull the affixed item from the hamadryad's sticky skin. Pulling away from skin-to-skin contact inflicts 1 hp damage as some skin is left behind. Creatures finding themselves glued to the heldreichiad in this fashion receive a +2 bonus to hit the hamadryad, but risk becoming more seriously glued and unable to act.



Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a heldreichiad may be used to craft a *rod of adhesion* (see Appendix B - New Equipment, Magic Items, Curses, and Spells).

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Wearing a robe of dappled red and orange cloth, this woman's skin glistens with droplets of a thick, syrupy liquid which slowly drips onto the ground beneath her.

Helician (willow hamadryad): Init +0; Atk whip +2 melee (1d3+1, range 20′) or spell; Crit III/d8; AC 16; HD 3d8; MV 30′; Act 2d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey resilience, regeneration (5/round), spellcasting (+10 spell check): Spells (1st) *detect magic, magic missile, ropework* (the "rope" formed will be of slender willow branches); (2nd) *detect evil, forget, ray of enfeeblement*; (3rd) *dispel magic, slow*; SV Fort +3, Ref +2, Will +5; AL C.

Fey resilience: Even when slain, so long as their host willow tree remains (and even a cutting of a willow can regrow to a full tree) a helician reforms in one month's time, or when the tree returns to a mature time, whichever comes last.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: When the heartwood of a helician is used in the crafting of a wand, it grants a +3 bonus to spell checks, or a +2 to the spell check while crafting a wand with a permanently fixed result.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Standing before you, this slender woman holds a long willow switch in her hands, flicking it back and forth meaningfully. Her skin is of a pale greenish yellow, and her hair is formed by slender teardrop leaves.

Laconiad (hickory hamadryad): Init +0; Atk club +4 melee (1d4+2), nut +2 missile fire (1d6+1, range 20′), or spell; Crit III/d8; AC 18; HD 3d8; MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey insight, immunity to poison, speak with beasts and plants, spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, choking cloud*; (2nd) *neutralize poison*; SV Fort +3, Ref +2, Will +5; AL C.

Fey insight: Like their close relation, the caryatid, a laconiad may study one target within 30′ and fully understand their actions and motivations (successful DC 12 Willpower save negates). The target suffers a -1d penalty to attack roles against the laconiad, and the laconiad gains a +1d bonus to attack rolls made against the target. The effect lasts for 12 hours or until the laconiad turns her insight elsewhere. The laconiad can understand one sentient or three animals at one time.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a caryatid's tree can be used to craft an *unbreakable staff* (see Appendix B - New Equipment, Magic Items, Curses, and Spells).

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Speak with beasts and plants: The dryad can communicate with beasts and plants as if they shared a language.

Clad in armor of woven tree bark, this woman cuts an imposing figure. Standing close to seven feet in height, easily four feet broad at the shoulders, her muscular form is as intimidating as it is unearthly. Clasped in her right hand is a large wooden cudgel, with bits of smaller branches emerging along its length.

Ptelean (elm hamadryad): Init +0; Atk club +2 melee (1d4 plus poison (1d6, DC 8 Fort save negates)) or spell; Crit III/d8; AC 16; HD 2d8; MV 30′; Act 1d20; SP hamadryad traits, infravision 60′, magic resistance (all spells cast against a hamadryad are subject to a 15% chance of failure before saves are rolled), fey perfumery, immunity to poison, spellcasting (+5 spell check): Spells (1st) *cantrip, force manipulation, mending*; (2nd) *forget*; SV Fort +3, Ref +2, Will +5; AL C.

Fey perfumery: When initially struck or otherwise injured, the ptelean releases a foul stench meant to ward off attackers. Creatures within a 20′ radius suffer a -1d penalty to all actions, as watering eyes and uncontrollable coughs wrack their bodies (DC 10 Fortitude save reduces the penalty to -2). The aggressive odor remains for 1d5+2 rounds.

Forest step: As an action, a hamadryad may step into one tree and instantly exit another tree, up to 300′ away (as per *forest walk*, result 12).

Hamadryad traits: Forest step, heartwood, immunities, infravision 60′, iron vulnerability, magic resistance.

Heartwood: The heartwood of a ptelean's tree can be used to provide five draughts of a maximized *potion of extraordinary healing* (p. 224, DCC RPG) which restores 21 hit points.

Immunities: Like their distant elven relatives, hamadryads are immune to magical *sleep* and *paralysis*.

Iron vulnerability: As fey creatures, hamadryads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

In contrast to the visual beauty of this toga-clad woman, the air around her is filled with an unpleasant odor - a near anti-perfume. Her eyes regard you with great sadness, and she beckons you to come closer.

HARPY, ANCIENT

Harpy, ancient: Init +0; Atk short sword +5 melee (1d6+2) and claw (x2) +3 melee (1d6); Crit M/d10 or III/d10 (if wielding a weapon); AC 13; HD 5d8; MV 20′, fly 70′; Act 1d20+2d16 (claws); SP captivating song (DC 13 Will save negates); SV Fort +2, Ref +3, Will +6; AL C.

Captivating song: All creatures within 300′ must make a DC 13 Willpower save or walk toward the harpy in a hypnotized state. The hypnotized creatures use the most direct path and may walk off cliffs to their death. Those who reach the harpy stand motionless as long as the song continues and can only be roused by magical means or after 24 hours have passed.

HARROWING HANDS (SWARM)

Harrowing hands (swarm): Init +0; Atk tearing grasp +3 melee (1d3+1, range 10′); Crit N/A; AC 15; HD 3d8; MV 30′; Act 2d20; SP attack all targets within 10′ x 10′ space, half damage from non-area attacks, immune to fire, susceptible to *transmute earth* (rendered inert for 12 hours by any successful casting); SV Fort -1, Ref -2, Will +4; AL C.

The walls sprout swarms of long arms with grasping hands, reaching forward, repeatedly opening and closing as they clutch and grab the air around them.

INCARNATION OF DEATH

Incarnation of Death: Init +2; Atk draining touch +0 melee (1d4 Stamina); Crit U/d8; AC 18; HD 4d8; MV 50′; Act 1d20; SP un-dead traits, cold embrace, selectively invisible, snatch soul, somber presence, spell susceptibility; SV Fort +2, Ref +1, Will +2; AL L.

Cold embrace: Any creature, even if wholly healthy, who willingly embraces the Incarnation of Death is immediately and irrevocably slain.

Selectively invisible: The Incarnation of Death is normally only visible to those who have fewer than 2 hit points. However, should he be attacked, the Incarnation becomes wholly visible to all.

Snatch soul: Once a living being dies in the presence of the Incarnation, the creature snatches their soul, negating the possibility of a Luck check to recover the body.

Somber presence: Faced with the inevitability of death, those who are able to perceive the Incarnation of Death are shaken to their core. When first perceiving the Incarnation, victims suffer a -1d penalty to all saving throws (DC 12 Willpower save negates).

Spell susceptibility: Any successful casting of *protection from evil* holds the incarnation at bay 5′ from the caster. Spell results of 20+ increase the range, with the Incarnation unable to enter the radius of protection. Further, a successful casting of *blessing* cast upon the Incarnation's target causes him to depart, leaving until another PC falls beneath 3 hit points.

Un-dead traits: The Incarnation of Death is un-dead, and thus can be turned by clerics. He does not eat, drink, or breathe, and is immune to critical hits, disease, and poison. As un-dead, he is immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Appearing as a tall, gaunt man in flowing robes, this grim figure with a grieving countenance is strangely beautiful to behold.

INSECT SWARM

Red-headed centipede swarm: Init +5; Atk swarming bite +1 melee (1 plus venom); Crit M/d10; AC 11; HD 4d8; MV 40′; Act special; SP bite all targets within 10′ x 10′ space, half damage from non-area attacks; SV Fort +0, Ref +10, Will -2; AL N.

Venom: Targets are struck with agonizing, burning pain and suffer a non-cumulative -1 to all actions for 1d3 turns (DC 5 Fortitude save negates).

LICH, LESSER

Lich, lesser: Init +3; Atk claw +5 melee attack (1d8), bite +3 melee attack (1d12), or spell; Crit U/d10; AC 14; HD 6d12; MV 25′; Act 2d20+1d16 (spell); SP un-dead traits, lesser lich traits (immunity, rejuvenation, spellcaster, true sight, un-dead), spellcasting (+9 spell check): Spells (1st) *charm person, choking cloud, magic missile, ward portal*; (2nd) *invisibility, invisible companion, levitate, spider web*; (3rd) *dispel magic, fireball, haste, planar step, slow*; (4th) *polymorph* as per CL; SV Fort +4, Ref -2, Will +4; AL N.

Immunity: Lesser liches have immunity to fear and non-magical and natural attacks inflicted by creatures of 3 HD or lower.

Rejuvenation: If it has a phylactery, a destroyed lesser lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5′ of the phylactery.

Spellcaster: Lesser liches are all spellcasters (wizard or cleric) of at least 3rd-level. Lesser liches do not suffer disapproval, although a spell check result of a 1 is a loss/failure.

True sight: The lesser lich's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. It can see invisible creatures and is never fooled by illusions

Un-dead traits: Lesser liches are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

LIFE LEECH

Life leech: Init +2; Atk special; Crit N/A; AC 16; HD 4d8; MV 0'; Act 1d20; SP charm vapor, life drain; SV Fort +8, Ref -2, Will +1; AL C.

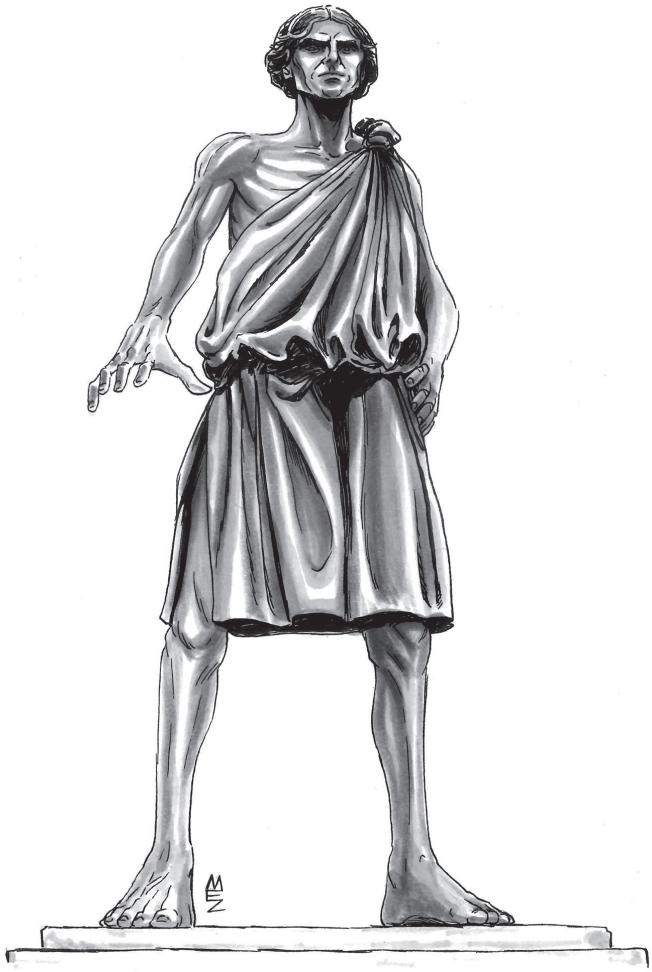
Charm vapor: The round after first having been touched, the door starts spewing forth a frosty vapor from beneath it that *charms* any living creature touched (DC 12 Willpower save negates). Charmed creatures seek to embrace the door until they, or the door, are slain. The vapor cloud travels at the rate of 10' per round, spreading up to 40' in any direction. The vapor, being intensely cold, negates any infravision into or out of its area of effect.

Life drain: Any character feeling or touching (including striking in melee) the life leech/secret door has their HD permanently reduced by -1d (DC 10 Fortitude save negates) as life energy is drained from their body. Those reduced below 1d3 HD are irrevocably slain.

LION MAN STATUE

Lion man statue (9', 900 lbs.): Init +2; Atk slam +5 melee (1d6+6) or great mace +5 melee (1d8+6); Crit M/d10 or III/d10 (if wielding a weapon); AC 16; HD 5d8; MV 30'; Act 2d20; SP lion stone; SV Fort +5, Ref +3, Will +2; AL N.

Lion stone: Lodged in the chest of the statue is a 500 gp gem tied into walls enchanted at the time of the statue's creation. If the walls glow green, then the gem merely grants him partial immunity to edged weapons allowing him to suffer only half damage from all cuts and thrusts. If the walls glow red, then he has the above ability plus, wherever he walks, the ground, be it stone or earth, in a 5' radius around him turns to 2' deep mud for 2 rounds. At the end of the 2 rounds, the mud returns to stone, trapping any victims so mired. It requires 1d3 turns to chisel a PC out of the stone. The noise of such actions increases the likelihood of a wandering monster to 4-in-6. The lion man can walk on top of the mud like it was solid earth. If the gem is removed, it loses its existing magic powers but does grant the bearer a +1 bonus to all saving throws.



LIVING STATUE, BRONZE

Living statue, bronze: Init +6; Atk fist +3 melee (1d8+4); Crit M/d10; AC 17; HD 4d8; MV 30′; Act 1d20; SP surprises 50% of time, immune to *charm* and *sleep*, paralysis ray (3/day); SV Fort +4, Ref -2, Will -2; AL N.

Paralysis ray (3/day): As an action, the living bronze statue may extend its arm and release a paralysis beam 60′ long x 10′ wide. Creatures struck are paralyzed for 10 rounds (DC 15 Fortitude save negates). Victims are allowed an additional save on each subsequent round of paralysis.

Surprise: The statue is completely motionless when first encountered and surprises foes 50% of the time. When causing surprise, the statue receives a free attack then uses its high initiative modifier to determine combat order.

LIZARDMAN

Lizardman, berserk: Init -2; Atk bite +4 melee (1d4 plus roll) or club +3 melee (1d4); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8+4; MV 30′, swim 30′; Act 1d20; SP immune to fear, roll, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Lizardman fanatic: Init +2; Atk bite +4 melee (1d4+1 plus roll), club +3 melee (1d6+1) or dart +2 missile weapon (1d4; 4 darts); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8; MV 30′, swim 30′; Act 1d20 or 2d16; SP death throes, fanatic, roll, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Death throes: After the killing blow is struck against the fanatic, the lizardman continues to fight for 1d3-1 (minimum 0) rounds before finally succumbing to their wounds. Even if the flesh is burned from their bodies, their unbending faith in their ancestors continue to animate their charred skeletal remains.

Fanatic: The lizardman is immune to fear, *sleep*, and all magical forms of control/persuasion.

Lizardman mercenary: Init -2; Atk bite +3 melee (1d4 plus roll), spiked warclub +3 melee (1d7), or dart +3 missile fire (1d4); Crit M/d6 or III/d6 (if wielding a weapon); AC 15 (shield); HD 2d8; MV 30′, swim 30′; Act 1d20; SP battle trained, roll, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref +0, Will +2; AL N.

Lizardman mercenary, elite: Init +1; Atk bite +6 melee (1d4+2 plus roll), mace +5 melee (1d6+2), or crossbow +5 missile weapon (1d6; 20 bolts); Crit 21-24 M/d8 or III/d8 (if wielding a weapon); AC 18; HD 3d8+3; MV 30′, swim 30′; Act 1d24; SP battle trained, roll, coordinated fire, coordinated strike, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +1, Will +1; AL N.

Battle trained: These mercenaries will not turn and run if any shaman present is killed.

Coordinated fire: Because of hundreds of hours of drilling in close quarters, elite lizardman mercenaries may fire into melee without penalty or fear of hitting their comrades.

Coordinated strike: Instead of attacking a target individually, up to three elite lizardman mercenaries may use their action to distract and harass a target in melee with one of their companions. For each elite lizardman mercenary taking such actions, the attacking elite lizardman mercenary increases their critical hit threat range by 1 (maximum increase of 3).

Lizardman, shaman: Init -2; Atk bite +4 melee (1d4 plus roll), mace +3 melee (1d6), or spell; Crit M/d10 or III/d10 (if wielding a weapon); AC 15 (shield); HD 4d8; MV 30', swim 30'; Act 1d20; SP cleric abilities ((CL 4, +4 spell check): divine aid, lay on hands, turn unholy), cult figure, roll, move silently (+10 to stealth checks in swamp or water terrain), spellcasting (+5 spell check): Spells (1st) *blessing, darkness, food of the gods, paralysis, second sight, word of command*; (2nd) *banish, curse, lotus stare, wood wyrding*; SV Fort +4, Ref +0, Will +1; AL N.

Cult figure: If a lizardman shaman is killed, any ordinary lizardmen must make a morale check. Those who succeed in not fleeing fly into a berserk rage and fight to the death.

Lizardman, berserk: Init -2; Atk bite +4 melee (1d4 plus roll) or club +3 melee (1d4); Crit M/d6 or III/d6 (if wielding a weapon); AC 14; HD 1d8+4; MV 30', swim 30'; Act 1d20; SP immune to fear, roll, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +2, Ref -1, Will -1; AL N.

Lizardman warleader: Init +1; Atk bite +4 melee (1d4+1 plus roll), two-handed war club +3 melee (1d8+1), or dart +4 missile fire (1d4+1; 4 darts); Crit M/d8 or III/d8 (if wielding a weapon); AC 16; HD 4d8; MV 30', swim 30'; Act 1d24; SP roll, move silently (+10 to stealth checks in swamp or water terrain); SV Fort +3, Ref +1, Will +1; AL N.

ROLL

All lizardmen have the following ability:

Roll: Any creature hit by the bite must succeed on an opposed Strength check. For purposes of this check, the lizardman's prognathous jaw and powerful bite grant it a +8 modifier. If the lizardman wins, it rolls the target underwater. While trapped in this manner, the victim begins drowning. Each round the target suffers 1d6 Stamina loss. When Stamina is reduced to 0, the target dies. A lizardman occupied in this manner cannot attack other targets, and the ensnared victim can attack, but suffers a -4 penalty.

MINOTAUR

Minotaur, calf: Init +4; Atk gore +4 melee (1d4+2) or bite +4 melee (1d2); Crit M/d8; AC 13; HD 2d8; MV 30'; Act 1d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

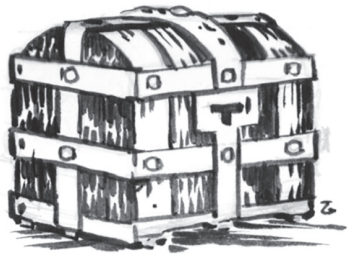
Calf charge: A minotaur calf initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d4 damage (for total of 2d4+2), and the target must make an opposed Strength check (treat the minotaur as Strength 16 (+2)) or be hurled back 20'.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Willpower saves against these spells.

Minotaur, cow: Init +8; Atk gore +6 melee (1d8+4) or short sword +6 melee (1d6+4); Crit M/d10 or III/d10 (if wielding a weapon); AC 15; HD 4d8; MV 30'; Act 2d20; SP bull charge, immune to fear, never surprised, stubborn; SV Fort +6, Ref +8, Will +2 (see below); AL C.

Bull charge: A minotaur cow initiates combat with a powerful bull rush ending in its gore. In addition to a +2 attack bonus and a -2 AC penalty, the minotaur inflicts +1d8 damage (for total of 2d8+4), and the target must make an opposed Strength check (treat the minotaur as Strength 20 (+4)) or be hurled back 20'.

Stubborn: Minotaurs are resistant to spells that affect their mental faculties (such as *charm, scare*, and so on), receiving an additional +6 bonus on Willpower saves against these spells.



MINOTAUR LIZARD

Minotaur lizard: Init +8; Atk bite +8 melee (1d12+4) or claw +8 melee (1d10+4); Crit 22-24 M/d12; AC 15; HD 6d8+6; MV 20'; Act 1d24; SP unerring tracker, never surprised; SV Fort +6, Ref +8, Will +8; AL C.

Unerring tracker: So long as the trail is not severed through magical means such as types of teleportation or *planar step* spell, this hulking creature never loses the scent of its prey and continues to follow its trail. If the trail is broken, the minotaur lizard automatically picks up the scent should it cross the path of its victim.

This massive, horned, crocodilian behemoth has an oversized maw with serrated teeth and its feet end in nine-inch claws.

MUMMIFIED KING

Mummified king: Init +0; Atk choke +5 melee (1d4 / 2d4 / 3d4 / etc.); Crit U/d8; AC 11; HD 3d12+5; MV 20'; Act 1d20; SP un-dead traits, damage reduction 3, mummy rot (1 Stamina loss per day, DC 12 Fort save negates), vulnerable to fire; SV Fort +2, Ref +1, Will +5; AL C.

Choke: A mummy that succeeds on a choke attack uses one or both hands to throttle its target. On the first round, this causes 1d4 damage from suffocation. If the mummy succeeds in a second round of choking, the next attack causes 2d4 damage. If the third attack succeeds for a third round, the attack causes 3d4, then 4d4, and so on until either the mummy's attack fails or the target is suffocated.

Mummy rot: Any creature that takes damage from a mummy may contract mummy rot (DC 12 Fortitude save negates). Mummy rot causes the victim's body to slowly shrivel and desiccate. Affected creatures take 1 Stamina loss each day and are constantly thirsty. The Stamina loss will not heal naturally until the rot is arrested by magic.

Un-dead traits: Mummies are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

NAIAD

Naiads are freshwater nymphs, dwelling in such places as lakes, streams, rivers, marshes, fountains and springs. They are graced with a near unearthly beauty, and those who dwell near their native waters often leave them offerings of drowned animals to appease their otherwise restless and jealous nature.

Naiad: Init +0; Atk claws +2 melee (1d5) or spell; Crit M/d8 or III/d8 (if wielding a weapon); AC 16; HD 3d8; MV 30', swim 100'; Act 1d20; SP enchanting song, immunity to poison, *charm*, magical *sleep* and *paralysis*, magic resistance (all spells cast against a naiad are subject to 25% chance of failure before saves are rolled; +4 bonus on saves to resist), summon naiad (1/day), iron vulnerability, special spell manifestations, spellcasting (+7 spell check); Spells (1st) *animal summoning, magic missile, magic shield*; (2nd) *curse*; SV Fort +3, Ref +2, Will +5; AL C.

Enchanting song: As an action, the naiad sings a beguiling melody requiring a successful DC 14 Willpower save to resist. Those who fail are utterly under the sea nymph's sway so long as they continue singing. Once singing has begun, the naiad may take other actions as normal, so long they are able to also continue singing. The music may be disrupted by injury (the naiad must make a successful

Willpower save with a DC equal to the suffered damage), *silence*, and other such means. Those who succeed in making their saving throw must make an additional save each round that the naiad continues to sing.

Iron vulnerability: As fey creatures, naiads are sensitive to the touch of iron and suffer an additional +1 damage from attacks suffered from such weapons.

Spell manifestations: In keeping with their aquatic nature, the spells of a naiad behave accordingly. Summoned animals are always aquatic creatures, *magic missile* fires bolts of water, and *magic shield* takes the form of a scintillating field of water.

Summon naiad (1/day): In times of need, naiads are capable of telepathically calling out to their sisters, and are capable of summoning 1d5-1 naiads, arriving in 1d5+1 rounds.

PIERCER

Piercer, small: Init +6 (surprise); Atk impale +1 melee (1d7); Crit M/d6; AC 14; HD 1d8; MV 10′, climb 10′; Act 1d20; SP surprise, single attack; SV Fort +3, Ref -4, Will +0; AL N.

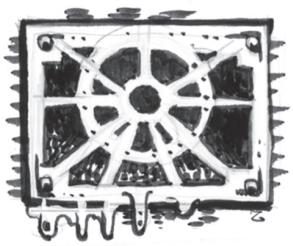
Piercer, medium: Init +6 (surprise); Atk impale +3 melee (2d7); Crit M/d8; AC 16; HD 3d8; MV 10′, climb 10′; Act 1d20; SP surprise, single attack; SV Fort +3, Ref -4, Will +0; AL N.

Piercer, large: Init +6 (surprise); Atk impale +5 melee (3d7); Crit M/d10; AC 18; HD 4d8; MV 10′, climb 10′; Act 1d20; SP surprise, single attack; SV Fort +3, Ref -4, Will +0; AL N.

Single attack: The piercer's only method of attack is striking its prey by dropping from above. If unsuccessful in killing its prey, it slowly retreats to the cavern wall and slowly works its way back up to the ceiling.

Surprise: The piercer is completely motionless and hidden amongst ordinary stalactites when first encountered and surprises foes 50% of the time. When causing surprise, the piercer receives a free attack then attempts to feed or flee.

This stalactite slowly moves, apparently under its own power. A slender, slug-like foot, emerges from the edge of its stony exterior, propelling it and leaving a faint slime trail.



SHADE

Shades are the angry, vengeful spirits of those who suffered long, agonizing deaths, while trapped. Whether a miner caught in a cave in, an explorer caged in a trap, or a child fallen into a well, shades are utterly filled with hate for the living who continue to enjoy the life now denied to them.

Shade: Init +5 (able to always surprise when in darkness); Atk soul touch +2 melee (special; see below); Crit U/d12; AC 15; HD 8d8; MV fly 50′; Act 1d20; SP un-dead traits, *darkness* 50′ radius (at will), incorporeal, immune to non-magical weapons; SV Fort +7, Ref +12, Will +10; AL C.

Incorporeal: Shades are incorporeal and can pass through walls and other solid matter. They cannot be harmed by physical weapons unless the weapon is magically enchanted.

Soul touch: The shade's attack ignores all armor and is only impacted by any Agility modifier the victim may have. Upon successfully striking, the shade drains their target of 1 permanent Personality and 1 temporary Stamina (DC 15 Fortitude save negates Stamina loss). For each point of Personality drained, the shade gains 1d8 temporary hit points. A victim reduced to 0 Personality is slain and rises as a shade during the next new moon.

Un-dead traits: Shades are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

The shadowy figure blinks forward while flickering in and out of sight. As it nears, you can see a rictus of rage on its face, eyes wide and teeth bared. Its clothing is tattered, and darkness follows in its wake.

SKELETON

Skeletal cyclops: Init +0; Atk huge club +8 melee (1d8+4); Crit 22-24 G/d4; AC 16; HD 6d8+5; MV 40′; Act 2d24; SP un-dead traits, empowered; SV Fort +6, Ref +1, Will +4; AL C.

Empowered: While not the source of all its power, removing or destroying (AC 16, 20 hp) the eye of the skeletal cyclops weakens the creature. The loss of the eye reduces its actions to 1d20 and its critical range to 19-20.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Standing fourteen feet tall, these are the skeletal remains of a massive cyclopean being. Its skeletal fingers clutch a tremendous club as it turns its head, sweeping you with its gaze. An eye, carved of quartz, rests in the dead socket of the cyclops.

Skeleton, elder: Init +0; Atk claw +2 melee (1d5+2); Crit U/d10; AC 15 (chainmail); HD 5d8; MV 30'; Act 2d20; SP un-dead traits, animate un-dead, horde leader, relentless, half damage from piercing and slashing weapons; SV Fort +4, Ref +4, Will +4; AL C.

Animate un-dead: Any recent corpse (less than 1 month dead) encountered by the elder skeleton rises as a zombie. Older corpses rise as skeletons.

Horde leader: Any un-dead of 6 HD or less encountered by this creature immediately falls under its command. Within 100' of the elder skeleton, groups of un-dead work in concert to attack a target, gaining +1 to hit and damage rolls.

Relentless: If the elder skeleton is destroyed, a successful DC 10 Willpower save allows its imbuing spirit to transfer into any available dead body within 200'.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Skeleton, lizardman warrior: Init +0; Atk bite +3 melee (1d5), claw +0 melee (1d8), tail +3 melee (1d3 plus trip (prone, DC 10 Ref save avoids)), or by weapon +0 melee; Crit U/d8; AC 12; HD 4d8; MV 30'; Act 2d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

Skeleton, moldy: Init +0; Atk claw +0 melee (1d3) or longsword +0 melee (1d8); Crit U/d6 or III/d6 (if wielding a weapon); AC 9; HD 1d6; MV 30'; Act 1d20; SP un-dead traits, fungal cloud, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

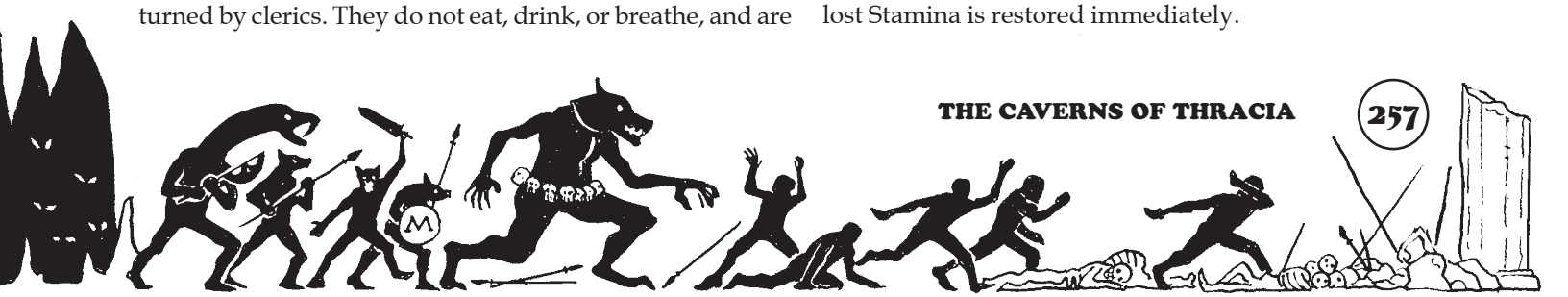
Fungal cloud: When first struck, the mold covering the skeleton discharges golden spores which form a 10' diameter *fungal cloud*. Beginning on the following round, any creature within the cloud suffers a -1 penalty to attacks, damage, and saves due to the cloud. In addition, a target within the cloud must make a DC 10 Fortitude save or be poisoned, losing 1d3 Agility and suffering 1 damage. A new save is required each round the victim remains within the cloud.

Un-dead traits: Skeletons are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immuneto critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

SOULLESS

Soulless: Init -2; Atk bite +6 melee (2d4) or claw +6 melee (1d3 plus curse); Crit U/d10; AC 14; HD 5d8; MV 25'; Act 2d20; SP Curse of Thracian mud (DC 14 Will save negates), half damage from piercing and slashing weapons (successful precision shot Mighty Deed of Arms ignores); SV Fort +6, Ref +1, Will +2; AL C.

Curse of Thracian Mud: Victim's mouth, throat, and lungs fill with thick swamp mud causing them to immediately begin to drown. The afflicted must make a DC 10 Fortitude save each round or lose 1 Stamina. Because of the continuing flow of mud, lasting 2d5 rounds, the save DC increases by 2 each round after the first. A drowning PC can take no actions and must be rescued by another character. When a PC's Stamina reaches 0, they die. If the PC is rescued, the lost Stamina is restored immediately.



Stuck in the mud are the remains of a young lizardman who failed their rite of passage, having panicked and swum in the wrong direction. Their now soulless remains stirring to wakefulness as and sliding free of the mud with an audible "plop". Their lower bodies, having been preserved in the mud, are still covered in decaying flesh while from their mid-torsos up they are skeletal.

SPECTRE

Specters are ghosts who have existed so long that there no longer remains any means of them being put to rest other than destruction. Driven mad, they immediately attack living creatures, feasting on their life energy. Victims with any ability score reduced to 0 by the touch of a specter are slain, their soul devoured by the hungering un-dead.

Spectre: Init +2; Atk draining touch +8 (2d4 points of random physical abilities); Crit 19/20 U/d8; AC 10; HD 4d12; MV fly 40'; Act 1d20; SP un-dead traits, chill aura (creatures within 100' suffer 1d4 damage), future sight, invisibility (at will), incorporeal, immune to weapons of less than +2 enchantment or natural attacks from creatures of 5 HD or less, turn unholy resistance (considered +2 HD for purposes of turning); SV Fort +4, Ref +6, Will +8; AL C.

Future sight: Any creature that gazes into the spectre's eyes receives a shocking glimpse of a possible future. A character attacking the spectre must make a DC 10 Reflex save or inadvertently gaze into the spectre's eyes to receive this glimpse. This glimpse is always a potential death of the most disturbing fashion. The judge is encouraged to describe the vision as one associated with a potential future encounter in the current adventure. When the character reaches that encounter, they suffer a -1d penalty to all rolls due to fright and fear of death.

Incorporeal: Spectres are incorporeal and can pass through walls and other solid matter. They cannot be harmed by physical weapons unless the weapon is magically enchanted.

Un-dead traits: Spectres are un-dead, and thus can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep*, *charm*, and *paralysis* spells, as well as other mental effects and cold damage.

SPHINX

Gynosphinx: Init +2; Atk claw +8 melee (2d8) or spell; Crit M/d14; AC 20; HD 8d10; MV 40', fly 60'; Act 2d24; SP true sight, bestow blessing (2/week), dying curse, hardy (1/day), *haste* (2/day, spell check result of 24), sagacious, translocation, attacks treated as magical, spellcasting (+7 spell check): Spells (1st) *cantrip, charm person, comprehend languages, darkness, detect magic, force manipulation, read magic;* (2nd) *invisibility, locate object, phantasm, ray of enfeeblement, scorching ray;* (3rd) *consult spirit, dispel magic, lightning bolt;* SV Fort +10, Ref +8, Will +5; AL N.

Bestow blessing (2/week): The gynosphinx may grant powerful blessings (judge's discretion) to up to two individuals per week. No target may ever receive more than one blessing of this type.

Dying curse: If the sphinx is slain by adventurers, she unleashes a curse upon her foes with her dying breath (DC 13 Willpower save negates). Victims suffer a permanent -1 loss to a random ability score.

Hardy (1/day): The round after being reduced to 0 hit points, the gynosphinx rises from apparent death, regaining 10 hit points.

Sagacious: A gynosphinx spends her lonely existence studying the hidden lore of reality. She has a 65% of being able to correctly answer any question asked of her, although whether she does so is left to the judge's discretion.

Translocation: As an action, the gynosphinx may open a 10' diameter trans-dimensional portal to any known location within 1 mile. The portal may be placed beneath unwary targets (DC 18 Reflex save to avoid).

True sight: A gynosphinx's eyesight extends onto multiple planes of existence, including the astral and ethereal planes, as well as the invisible spectrums of the material plane. They can see invisible creatures and are never fooled by illusions.

Before you is a magnificent leonine creature with folded feathery wings and flowing blonde hair, held in place with a golden circlet. A matching breastplate covers her chest. The creature positively radiates wisdom and sagacity.

SPIDER, GIANT

Spider, giant: Init +2; Atk bite +4 melee (1d4+2 plus poison (1d4, DC 12 Fort save negates)) or web +5 missile fire (entangled, DC 16 Strength or Agility check to break free; range 50'); Crit M/d8; AC 13; HD 2d8; MV 40', climb 40'; Act 1d20; SP infravision 60'; SV Fort +3, Ref +2, Will +0; AL C.

Spider, giant black widow: Init +2; Atk bite +4 melee (1d4+2 plus poison (3d4+1 Strength, DC 14 Fort save negates poison)) or web +5 missile fire (entangled, DC 16 Strength or Agility check to break free, range 50′); Crit M/d8; AC 13; HD 2d8; MV 40′, climb 40′; Act 1d20; SP infravision 60′; SV Fort +3, Ref +2, Will +0; AL C.

Spider, giant black widow hatchling (swarm): Init +5; Atk swarming bite +1 melee (1 plus poison (death, DC (5+1 per bite) Fort save negates)); Crit M/d10; AC 11; HD 4d8; MV 40′, climb 40′; Act special; SP bite all targets within 20′ x 20′ space, half damage from non-area attacks; SV Fort +0, Ref +10, Will -2; AL N.

Spider, giant tarantula: Init +3; Atk bite +4 melee (1d4+2 plus poison (3d4+1 Strength, DC 14 Fort save reduces to 1d4 Strength)); Crit M/d8; AC 14; HD 2d6; MV 40′, climb 40′; Act 1d20; SP infravision 60′, pounce (1/combat); SV Fort +3, Ref +2, Will +0; AL N.

Pounce (1/combat): The spider may attack a target, leaping up to twice its normal movement range (minimum half movement distance) as a charge (+2 to hit, -2 to AC until its next initiative count)

STIRGE

Created by the experiments of a mad-wizard, these oversized vermin are drawn to warm-blooded prey. Found in colonies ranging from 4-40, once a potential meal has been located, the stirges swarm the area, feasting on the blood of their victim until none remains.

Stirge: Init +6; Atk bite +0 melee (1d3+1 plus blood drain); Crit M/d4; AC 10; HD 1d5+1; MV 30′, fly 60′; Act 1d20; SP blood drain (1 Stamina, DC 7 Fort save negates); SV Fort +2, Ref +6, Will +0; AL C.

The size of a large housecat, this winged nightmare darts about making an angry buzzing sound. Jutting out from beneath its multifaceted eyes is a stiletto-like proboscis, used to drain the blood of its victims. The creature's body is covered in bristly fur, while the wings emerging from near its spine are the four-wing spread of a dragonfly.

STONE KING

Stone king: Init +1; Atk fist +10 melee (1d6+6) or fire breath +1 missile fire (1d6 plus catch fire (DC 12 Ref save)); Crit M/d10; AC 14; HD 6d8; MV 30′; Act 1d20; SP elemental healing (fire), breathe fire (3d8, 4/day, 90′ x 30′ cone, DC 15 Ref save for half damage), gem sense, half damage from edged weapons, phlogistonically bound; SV Fort +0, Ref -2, Will +0; AL N.

Elemental healing (fire): The stone king is healed by exposure to fire damage. When damage is inflicted by fire, the stone king is instead healed by the same amount.

Gem sense: This creature can detect the presence of the gems from area 2-18, as well as those from its crown, at any distance and pursues any being possessing those gems to the ends of the earth. It seeks to slay those who have stolen the gems and return them to their rightful place. With no need to rest, the creature can cover nearly 100 miles per day in its pursuit.

Phlogistonically bound: The stone king was crafted with ancient magics, long lost to the world. It is immune to all magic save for *transmute earth*.

TRIBAL SHAMAN

Tribal shaman: Init +0; Atk fist +3 melee (1d3 subdual), by weapon +3 melee, or spell; Crit III/d10; AC 9; HD 3d8; MV 30′; Act 1d20; SP lay on hands, spellcasting (CL 3, +4 spell check): Spells (1st) *detect evil, protection from evil*; SV Fort +1, Ref +1, Will +4; AL L.

TRIBAL WARRIOR, BERSERK

Tribal warrior, berserk: Init +1; Atk spear +5 melee (1d8+2); Crit III/d8; AC 13 (leather and shield); HD 1d8; MV 20′; Act 1d20; SP death throes; SV Fort +4, Ref +3, Will +2; AL N.

Death throes: After being reduced to 0 hp, berserk tribal warriors fight for 1 additional round.

TURTLE, GIANT

Turtle, alligator snapping, giant: Init -2; Atk bite +5 melee (1d8+4); Crit M/d10; AC 22; HD 4d8; MV 20′, swim 40′; Act 1d20; SP camouflage (+10 to hide checks in swamp or water terrain), tenacious bite; SV Fort +5, Ref -3, Will +1; AL N.

Tenacious bite: Once the snapping turtle has successfully bitten a target, its jaw clamps down, continuing to do damage each subsequent round without the need for another attack roll. It requires a DC 15 Strength check to tear free of the bite, and the victim suffers half damage (1d4+2) while doing so. Nothing else, short of slaying the turtle, forces it to loosen its grip.

WOLVERINE, GIANT

Wolverine, giant: Init +1; Atk claw (x2) +4 melee (1d5) and bite +4 melee (2d4); Crit M/d10; AC 15; HD 4d8; MV 20′; Act 1d20 (bite)+2d16 (claws); SP death throes, musk, immune to fear; SV Fort +5, Ref +3, Will +4; AL N.

Death throes: So determined a creature is the giant wolverine that its body continues to fight until the end of the round after its death (allowing for as many as 2 rounds of attacks from the dying creature).

Musk: Once per combat, in place of its bite attack, the giant wolverine may spray musk in a 20′ stream. All within 50′ of the wolverine (so long as they have a sense of smell) suffer a -1d penalty to all actions so long as they remain in the vicinity (DC 13 Fortitude save negates). Victims struck by the stream of musk are rendered helpless for 2d3 rounds (DC 10 Reflex save negates) and, upon waking, are automatically subjected to the -1d penalty until well washed (requiring d3+1 hours) or cleansed with fire.

Appendix B

NEW EQUIPMENT, MAGIC ITEMS, CURSES, AND SPELLS

NEW EQUIPMENT

HEALING BUNDLE

This is a bundle of moss and lichens which, when applied to the wounds of a victim who is bleeding out, staunches bleeding and heals 1d3 hit points and reduces the Stamina loss of bleeding out to a temporary loss. While useful for any creature, these items are most effective with lizardman physiognomy. If used on a lizardman within 1 round of its being slain, the lizardman is returned to 1 hit point and regains consciousness. No lizardman may benefit from this natural healing more than once in a combat.

CEREMONIAL PLATE

While otherwise functioning as ordinary full plate armor, suits of Thracian ceremonial plate are exquisitely crafted mobile works of art. The surfaces are etched with scenes of glorious battle, while the accompanying curved, semi-conical helms bear sculpted designs and mythical creatures with a faceplate bearing heroic features (often including a mighty mustache and beard).

NEW MAGIC ITEMS

AITHRE (+2 LONGSWORD)

Aithre is a longsword crafted from a single crystal of the deepest blue. The blade delights in any opportunity to corrupt a follower of Law who chooses to wield it, slowly working to subvert their actions to support the cause of Chaos.

INT 14; AL C; Bane: dwarves (Ability score drain; sword inflicts normal damage plus 1d4 points of Strength per hit against bane), sphinxes (Additional +2 bonus to attack and damage), wizards (Extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally score criticals on 19-20, now score on 18-20)); Communication: speech; Special Purposes: build a monument to Chaos from the rubble of civilization, reward the ambitious at all costs, undermine authority, Special Powers: detect water within 50′, speak thieves′ cant, frostburn (+1d3 cold damage, double damage to fire elementals), supreme willpower (+2 bonus to Willpower saves).

ANCIENT OCULARS

These glass beads have been crafted as exact replicas of human eyes. If implanted into a raw eye socket, the ocular takes on the user's natural eye color and grants infravision 30′ (60′ if implanted with both eyes). Once per day, each of the oculars grants the ability to see through up to 1′ of stone for 1 turn. When peering through stone, the eye color of the ocular changes to brilliant gold.

DRAGON'S BANE (+2 LONGSWORD)

An utterly ordinary looking longsword, housed in an exceptional sheath crafted of basilisk hide. The wielder of the blade may immediately access its frostburn ability, but the blade keeps its other powers secret and it is only when in the presence of a dragon that the spirit of the sword makes its presence known to its wielder, granting access to its full suite of powers.

INT 12; AL L; Bane: dragons (Death dealer; when bane is struck, it must make a DC 25 Fortitude save or instantly die); Communication: empathy; Special Purposes: protect the weak, slay chaotic dragons; Special Powers: detect gold within 50′, detect dragons within 500′, frostburn (inflict additional 1d3 cold damage with every strike; double damage to fire elementals), resistance to fire (wielder ignores the first 3 points of fire damage each round, and gains a +1 bonus to saving throws against fire-based attacks).

Armor	AC Bonus	Check Penalty	Speed	Fumble Die	Cost in gp
Ceremonial plate	+8	-8	10′	d16	2,500

Weapon	Damage	Range	Cost in gp
Jian	1d7+1		15
Nunchaku Θ	1d5	10	
Rocket Θ ^	1d6+blind	50/100/150	250
Shuriken Θ	1d4	10/25/50	1

Θ *These weapons are not known outside of their native region, and warriors and dwarves wishing to use them must dedicate 2d3 months to familiarize themselves to the point of being "trained" with them.*

^ *Two-person weapon. The usage of this weapon requires two persons to prepare and fire in a single round, or one person may fire one after a full round of preparation. Characters using two-person weapons use a d16 on initiative checks.*

Jian: This finely crafted longsword is especially keen and lightweight. Wielders gain a +1 to attack rolls with this weapon.

Nunchaku: These threshing flairs are made of two lengths of wood, joined by a short chain. Designed with speed in mind, characters using nunchaku use a d24 on initiative checks.

Rocket: These rare weapons are difficult to control, suffering a -1d penalty to attack rolls. However, when they strike on target, they detonate and inflict damage on all creatures within a 10′ radius. Additionally, the flash of the explosion is bright enough to cause temporary blindness in all creatures within 20′ for 1d3 rounds (DC8 Fortitude save negates blindness).

Shuriken: These star-shaped throwing blades are easily concealed and are perfectly weighted for throwing. When attacking with shuriken, multiples may be thrown in a single round, with each additional shuriken thrown suffering a cumulative -1d attack penalty. The number of shuriken to be thrown must be declared prior to any attack rolls being made.

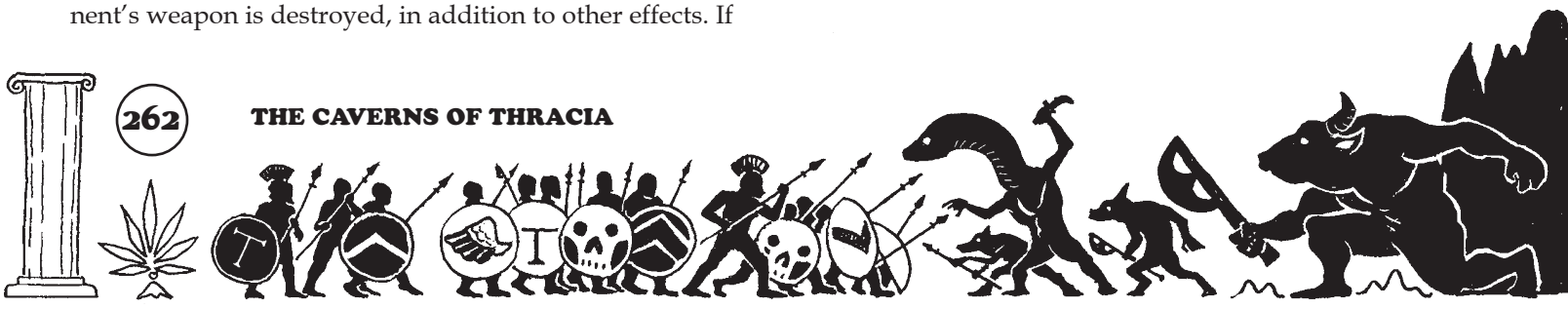
EARTHSHAKER (+2 TRIDENT)

Decorated with gold and silver taken from shipwrecks lost in the depths, this trident is encrusted with barnacles, its shaft being carved with images of entwining seaweed.

INT 9; AL L; Bane: elves (extended critical threat range; attacker scores criticals against bane at 1 more result on the die (e.g., if normally score criticals on 19-20, now score on 18-20)), thieves (Spotter: *Earthshaker* marks bane so it is more easily attacked; allies can fire into melee between wielder and bane at no penalty and no chance of hitting wielder, and allies attacking bane with missile fire within 100′ of *Earthshaker* receive a +1 attack bonus); Communication: empathy; Special Purpose: enforce the law, punish thieves; SP detect gems and gold within 40′, shed light 40′ (at will), weapon-breaker (on any critical hit, the opponent's weapon is destroyed, in addition to other effects. If the creature has natural weapons, they are maimed (e.g., claws are broken, teeth are shattered, etc.)), *cause earthquake* (1/new moon, result 24).

HELM OF TELEPATHY

This helmet, which can replace an ordinary helm, is emblazoned with the symbol of an eye with lines radiating forth from it. The wearer may attempt to telepathically communicate with any creature within line of sight. This, however, does not grant understanding of any particular language, although images and even emotions can be conveyed in this fashion. The target of the helm may attempt to resist communication by succeeding at a DC 12 Willpower save. Non-sentient and animal intelligence creatures are immune to the effects of the helmet.



HORN OF TRITON

A massive conch shell serves as the horn of the god Triton. By blowing upon it once, the seas within a 1-mile radius may be calmed. Blowing on it a second time causes the seas to stir, bringing violent waves that overturn and sink small craft. A third sounding of the storm summons a tempest capable of sinking ships and doing damage to coastal villages. This powerful artifact is rarely out of the possession of the god and, if acquired by a mortal, Triton certainly endeavors to reacquire it by any means necessary.

MARBLE ELEPHANT

This figurine is carved from pink marble and other than its minute size, is perfectly lifelike. Once per day the figure can be used to summon a phantom elephant which may be used to haul, once properly secured, up to one ton of weight. The elephant remains for 12 hours and moves at 50′ round.

OBSTRUCTOR (+1 LONGSWORD)

This simple looking longsword has a leather wrapped hilt with the image of a closed doorway on its pommel. Creatures other than Chaotic alignment may use the sword as normal, but gain no access to its special power.

INT 6; AL C; Bane: humans (additional +1 to attack and damage when facing bane); Communication: simple urges; Special Powers: obstruction.

Obstruction: When guarding a door or passageway, the wielder of the sword may seal it as per *ward portal* spell result 20. The portal automatically reappears once the wielder has completed combat by winning, losing, or withdrawing.

REPELLENT STAFF

Fashioned from the heartwood of a caryatid/walnut hamadryad, this staff exudes a 15′ cloud of scent that repels all insects and small vermin, such as bats and rats. Particularly insistent examples of vermin may attempt to penetrate the cloud upon a successful DC 14 Fortitude save.

REUSABLE CANDLE

Highly prized by wizards, this magical candle burns as normal but, when snuffed, returns to its original length after a length of time equal to how long it was burning. The candles are able to burn for a maximum of six hours.

RING OF CONTRARINESS

This ring is made of twisted wires of steel and bronze, inset with a moonstone (worth 25 gp). This cursed item causes its wearer to immediately do the opposite of whatever suggestion they are given, including actions putting their life at risk (such as "don't jump off that cliff"). The wearer may make a DC 20 Willpower save to ignore any individual act of contrariness. The ring remains in place until the wearer has undertaken a life-threatening action, after which, whether they live or die, the ring slides from their finger.

ROD OF ADHESION

Crafted from the heartwood of a heldreichiad/maple hamadryad, touching the rod's tip to an object leaves behind a powerful adhesive that can be used to glue objects together. It requires a successful DC 14 Strength Check to pull the items apart. Fragile items (such as parchment or glass) require a successful Luck check to separate without destroying them. Finally, living flesh tears more easily than it will pull free. A single hand suffers 1 damage, an entire limb suffers 2 damage, and a torso suffers 3 damage. A face adhered this way is disfigured as pieces of flesh are torn free.

ROD OF THANATOS

This 3′-long, skull capped rod is carved from a single piece of obsidian. In the hands of a wizard with *arcane affinity (necromancy)* it allows them to control un-dead as if they were a cleric of Thanatos of equal level.

THIRSTER (MAGICAL SHORT SWORD)

This short sword is forged from a glittering alloy that is easily mistaken for gold (although dwarves are able to discern the difference with a successful DC 12 underground skills check). The cross guards of the blade are tipped with glittering quartz fangs.

INT 12; AL C; Communication: speech and telepathy; Languages: Chaos, Dragon, Troll; Special Powers: *detect evil* 30′, detect gems 40′, detect secret doors 20′, healing (each point of Strength consumed by *Thirster* heals a living wielder 1 HD), Strength drainer (drains 1d4 Strength (PC) or suffers cumulative -1 to hit (NPC) with every blow, in addition to other damage), telepathy (grants its wielder telepathy extending 100′).

TRITON'S HORN

Formed from a singularly long conch shell, this magical horn booms with a resounding call (1/turn) which inspires fear in all who hear it (DC 18 Willpower save or flee in terror for 1d3 hours). Once per week, the horn may also be blown to calm stormy seas or to raise a damaging storm.

UNBREAKABLE STAFF

Carved from the heartwood of a laconiad/hickory hamadryad, this short, 4′ staff is unbreakable by normal means. No matter the weight or pressure put upon it, it cannot be broken, although it can be dislodged if not properly braced. It may be damaged or destroyed by magical means, such as the *shatter* spell with a spell result of 22+.

NEW CURSES

CURSE OF THANATOS (MODERATE CURSE)

Those who's blasphemous trespasses have drawn the ire of Thanatos find it increasingly difficult to avoid the Dark One's embrace. The curse carries a -2 Luck penalty and the victim's body ceases to heal wounds naturally with rest. Further, as most gods are loath to arouse the anger of Death itself, healing via lay on hands suffers a -1d penalty. The sole exception to this penalty are the workings of clerics of other incarnations of Death (such as the Carnifex or Hades).

The curse may be voluntarily lifted by any cleric of Thanatos who chooses to do so by use of *remove curse*. Otherwise, the curse ends after the victim's next close brush with death when their body is recovered after having bled out.

CURSE OF THRACIAN MUD (MODERATE CURSE)

This curse is borne by those who have drowned in the Thracian swamps and have risen again as un-dead. The victim's mouth, throat, and lungs, fill with thick swamp mud causing them to immediately begin to drown. The afflicted must make a DC 10 Fortitude save each round or temporarily lose 1 point of Stamina. Because of the continuing flow of mud (lasting 2d5 rounds) the save DC increases by 2 each round after the first. A drowning PC can take no actions and must be rescued by another character. When a PC's Stamina reaches 0, they die. If the PC is rescued, the lost Stamina is restored immediately. When the duration of the mud flow has elapsed, it automatically ends.

NEW SPELLS

NEW WIZARD SPELLS

1st-Level	2nd-Level	3rd-Level
	Silence *	

NEW CLERIC SPELLS

1st-Level	2nd-Level	3rd-Level
Silence		

NEW PATRON SPELLS

	Rapture of the Deep (Triton)	Challenge Deep (Triton)

* As per cleric spell of same name. If the wizard version of the spell is a different spell level, the wizard receives a -2 penalty to spell checks when casting it. For example, *silence* is a 1st-level cleric spell but a 2nd-level wizard spell; therefore, when rolling on the spell table, the wizard applies a -2 penalty to spell checks. On a result of natural 1, the wizard suffers a 50% chance of major corruption *or* misfire, rolling on the generic tables as appropriate.

CLERIC SPELLS

Silence

Level: W2/C1 Range: Varies Duration: CL turns or permanent Casting Time: 1 action
Save: Willpower vs. spell check

General	The caster deadens sound, creating an area of unnatural silence. Clerics casting this spell gain deity disapproval on a failed result rather than suffering the listed effects.
Manifestation	None.
Misfire	Roll 1d3: (1) caster's voice is silenced for CL rounds; (2) sounds within 10′ of the caster become louder (-2d to *sneak silently* checks) for 1d4 rounds; (3) the sounds of the caster's own body are briefly amplified to a painful roar. The sound of the caster's own heartbeat inflicts 1d3 damage.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1) corruption; (2-3) patron taint (or corruption is no patron); (4+) misfire.
2-11	Lost. Failure.
12-13	Failure, but the spell is not lost.
14-15	The footfalls of the caster are dampened, equal to a *sneak silently* check result of 10.
16-19	Sound is muffled in a 10′ radius around the caster, allowing non-thieves to roll *sneak silently* checks as if trained (d20) and granting thieves and halflings a +4 bonus on such checks.
20-21	Sound is muffled in a 20′ radius around the caster, allowing non-thieves to *sneak silently* as if with a result of 20. Thieves and halflings trained in stealth are treated as having a *sneak silently* result of 30.
22-25	Caster creates a 10′ radius zone of silence within 100′. If cast upon a target, the zone will move with them, otherwise it remains stationary.
26-29	Caster deadens all sound in a 20′ radius area within 100′.
30-31	Total silence falls over a 50′ radius area within eyesight of the caster.
32-33	Caster designates an area within eyesight, creating a 100′ radius zone of permanent silence.
34+	Caster designates a target within eyesight, rendering them permanently silent and leaving them without voice. Wizards and elves can no longer cast their known spells, clerics are unable to turn unholy, pray, and cast spells. Each must learn new spells from mute practitioners of the arts.

PATRON SPELLS

Rapture of the Deep

Level: 2 (Triton) Range: 150′ Duration: 1d8+CL rounds Casting Time: 1 action
Save: Willpower vs. spell check

General	The gasses in the victim's blood undergo compression as if under high pressure, causing a range of potentially debilitating effects. The beneficial gains to the caster's Intelligence and Personality do not stack with multiple castings of the spell, although a higher result can supplant the benefits of a lesser spell result.
Manifestation	Roll 1d4: (1) a torrent of water explodes forth from caster's fingertips, enveloping the target and constricts around their body before vanishing; (2) victim's skin becomes ruddy and their veins visibly blacken; (3) a massive roaring, like that of a tidal wave, fills the air for the duration of the spell; (4) no visible manifestation.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint; (4+) misfire.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	The caster can attack one target within range, who must make a Willpower save or temporarily lose 1d3 points of both Intelligence and Personality.
16-19	The caster can attack one target within range, who must make a Willpower save or temporarily lose 1d4+1 points of both Intelligence and Personality.
20-21	The caster can attack one target within range who temporarily loses 1d8+1 points of both Intelligence and Personality. Creatures of 1 HD or less receive no save; others receive a Willpower save. Additionally, the caster temporarily *gains* 1 point of both Intelligence and Personality for 1 turn.
22-25	The caster can target two victims within range. Each victim suffers 1d8+1 points of both Intelligence and Personality loss. Creatures of 2 HD or less receive no save; others receive a Willpower save. Additionally, the caster temporarily *gains* 2 points of both Intelligence and Personality for 1 turn.
26-29	The caster can target three victims within range. Each victim suffers 2d6+1 points of both Intelligence and Personality loss Creatures of 2 HD or less receive no save; others receive a Willpower save. Additionally, the caster temporarily *gains* 2 points of both Intelligence and Personality for 1 turn.
30-31	The caster can target four victims within range. Each victim suffers 2d8+1 points of both Intelligence and Personality loss. Creatures of 2 HD or less receive no save; others receive a Willpower save. Additionally, the caster temporarily *gains* 3 points of both Intelligence and Personality for 1 turn.
32-33	The caster can target up to five victims within range. Each victim suffers 2d8+1 points of both Intelligence and Personality loss. Creatures of 2 HD or less receive no save; others receive a Willpower save. Addition ally, the caster temporarily *gains* 3 points of both Intelligence and Personality for 1 turn.
34+	The caster sends forth Triton's dizzying might and weakens all enemies within range, causing them to suffer 2d14 points of both Intelligence and Personality loss. Creatures of 3 HD or less receive no save; others receive a Willpower save. Additionally, the caster temporarily *gains* 4 points of both Intelligence and Personality for 1 turn.

Challenge Deep

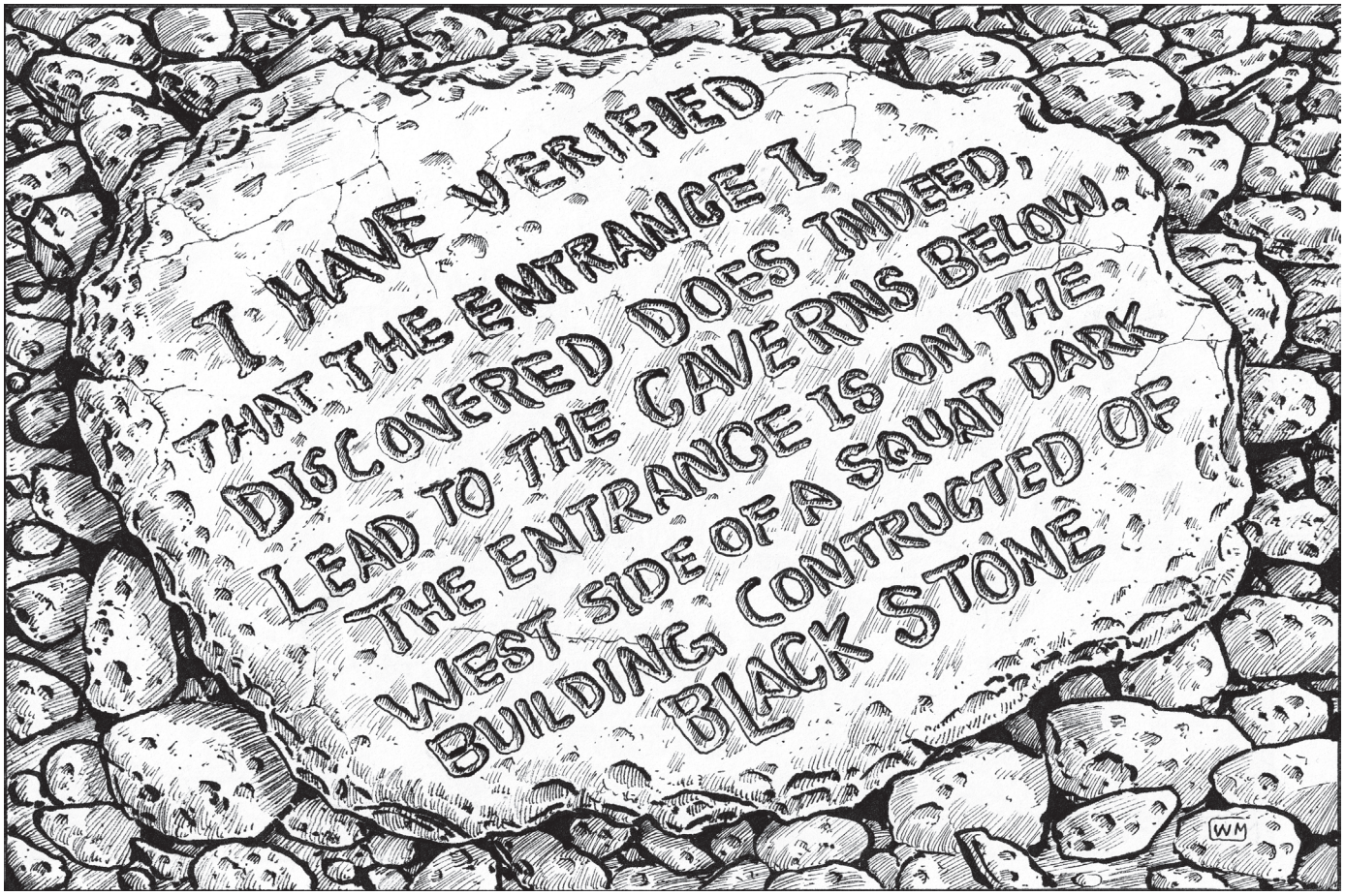
Level: 3 (Triton) Range: Varies Duration: Instantaneous Casting Time: 1 round
Save: Fortitude vs. spell check

General	The caster summons the pressures of the watery depths, subjecting their foes to the crushing forces of the darkest places of the ocean.
Manifestation	Roll 1d4: (1) a hemisphere of black sea water appears at the targeted area, imploding inwards; (2) the spectral form of triton appears, towering over the area as he reaches down and crushes the targeted area in his fist; (3) there is a rushing of wind causing the ears of onlookers to pop, as the targeted area undergoes invisible hydrostatic pressure changes; (4) a massive column of seawater drops from the heavens, carrying with it the weight of untold tons of water, and leaving everything within 10x the spell check's radius in feet- drenched in brine.

1	Lost, failure, and worse! Roll 1d6 modified by Luck: (0 or less) corruption + patron taint + misfire; (1-2) corruption; (3) patron taint; (4+) misfire.
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The caster's will crushes a target within 100', inflicting 1d14+CL damage.
18-21	The caster evokes their will and crushes a target up to 150' distant, doing 2d14+CL damage.
22-23	Concentrating oceanic pressures upon their target, the wizard crushes a single victim within 250', causing 3d14+CL damage.
24-26	Summoning the pressures of the seafloor, the wizard targets a point within 100', creating a pressurized hemispherical area with a 10' radius. All creatures within the area suffer 1d14+CL damage.
27-31	Drawing upon the pressures of the sea's trenches, the wizard targets a point within 150'. All creatures within a 15' radius are compressed for 3d14+CL damage.
32-33	The wizard focuses Triton's wrathful power on a point within 250', crushing everything in the area for 5d14+CL damage. For each damage die that comes up 13+ the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.
34-35	Caster calls upon the abyssal depths, targeting a point up to 500' away and obliterating all within a 30' hemispherical radius for 7d14+CL damage. The caster must have line-of-sight to the target. For each damage die that comes up 13+ the victim breaks a bone. For each broken bone, the character permanently loses 1 point of Strength or Agility (player's choice). The affected limb, rib, or vertebrae never heals quite right and affects the character in some fashion from then on.
36+	Calling upon the pressures of the challenge deep, the wizard targets a 50' radius hemispherical area within line of sight. All things within that area suffer 10d14+CL damage, cratering the earth, pulping flesh and vegetation, and utterly destroying mundane objects of glass, cloth, and wood. For each damage die that comes up 12+ the bones of one of the victim's limbs are crushed, destroying all semblance of its former shape. For each crushed bone, the character permanently loses 2 points of Strength or Agility (player's choice). Such egregious damage to a bone is far greater than a mere "broken" bone and requires a *lay on hands* result of 3+ dice to cure.

Appendix C

PLAYER HANDOUTS



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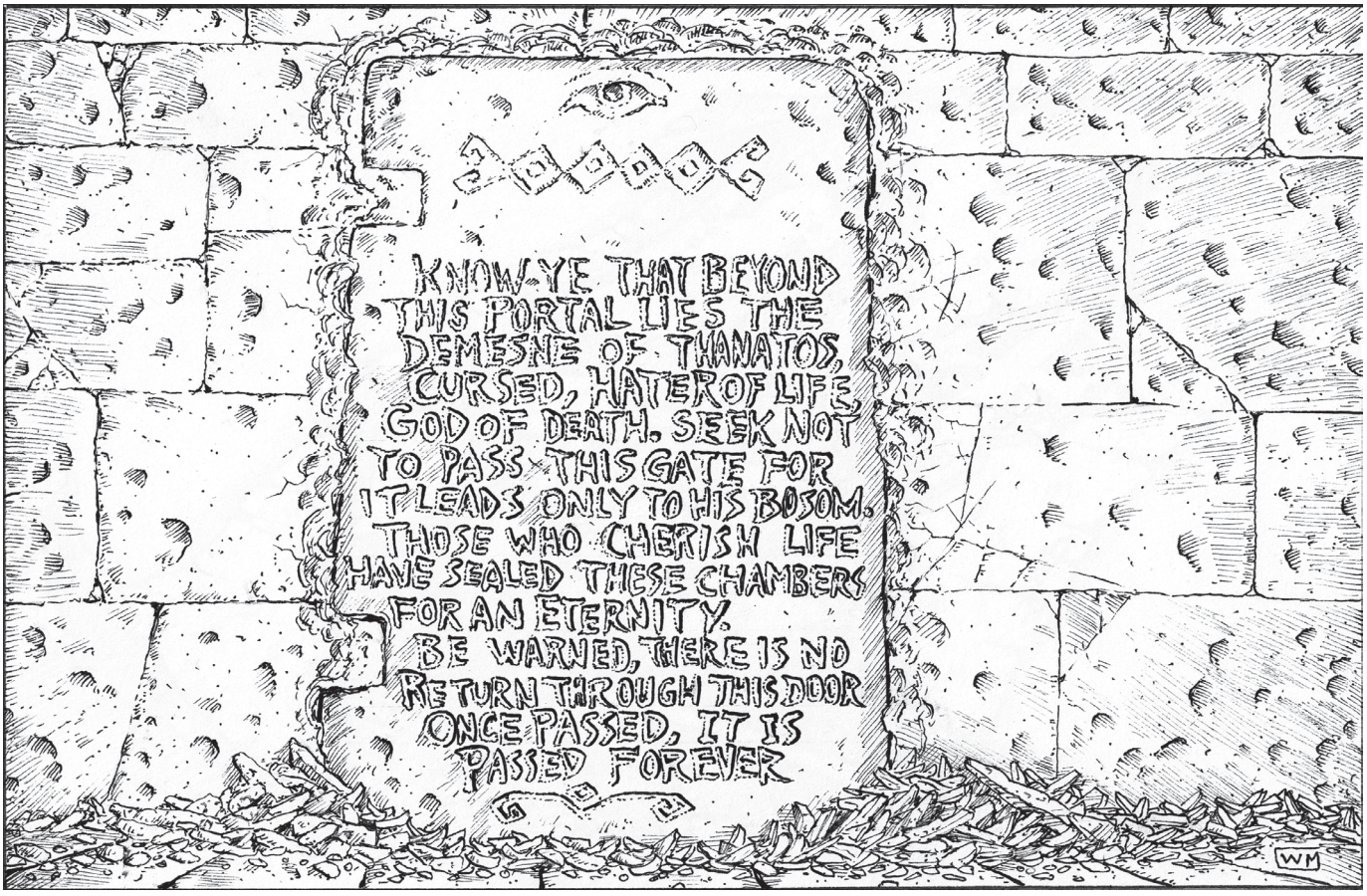

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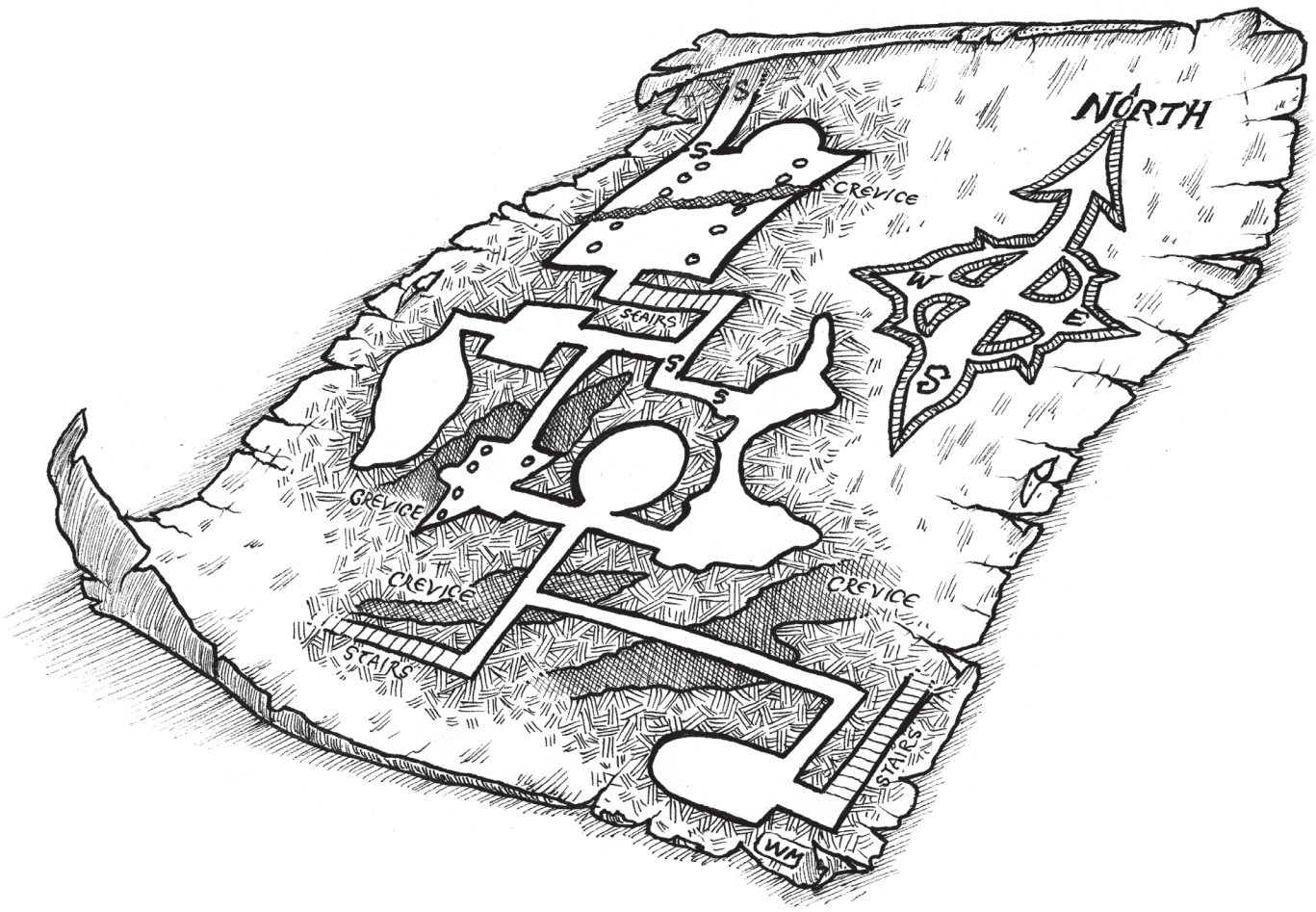

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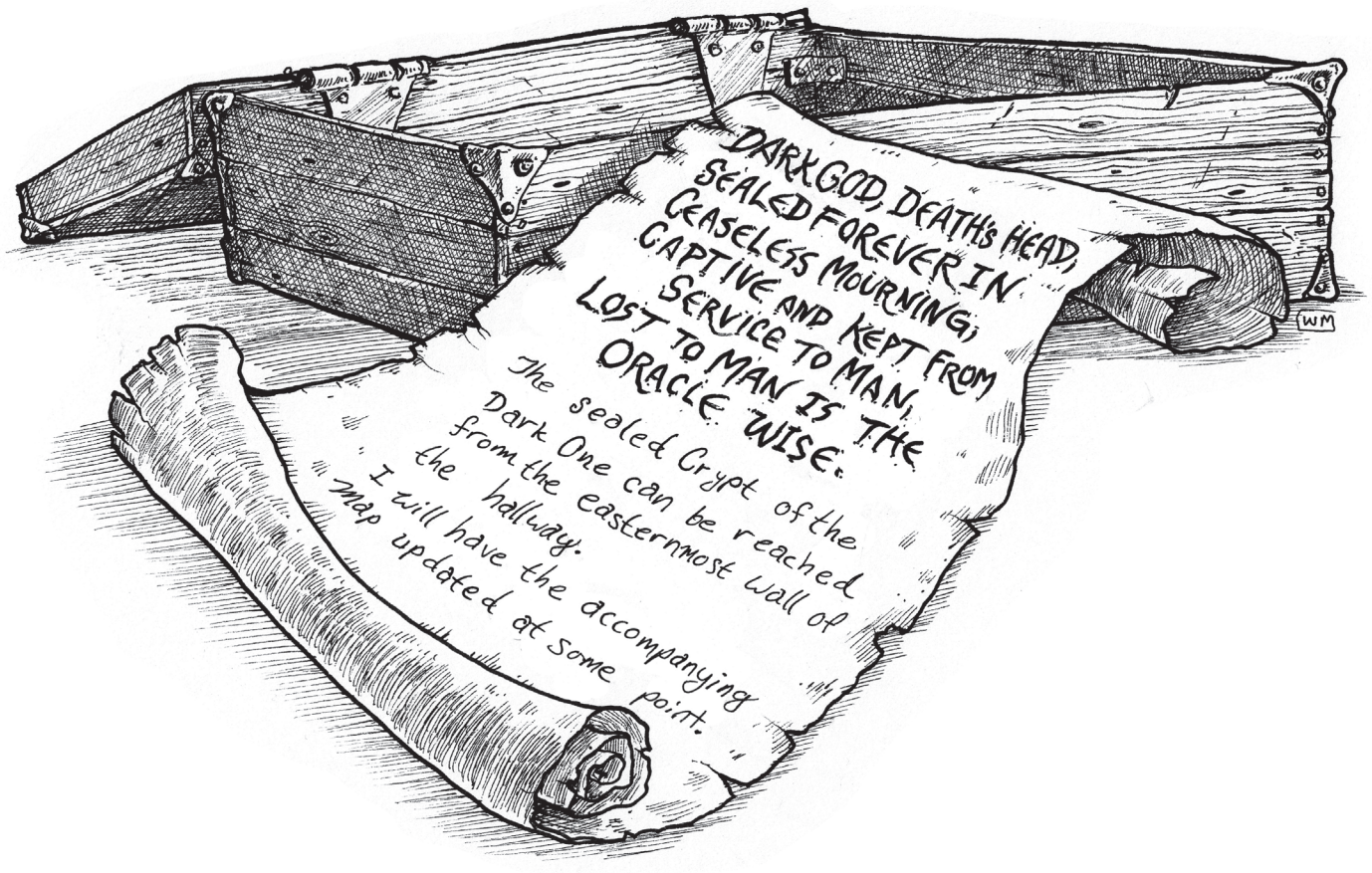

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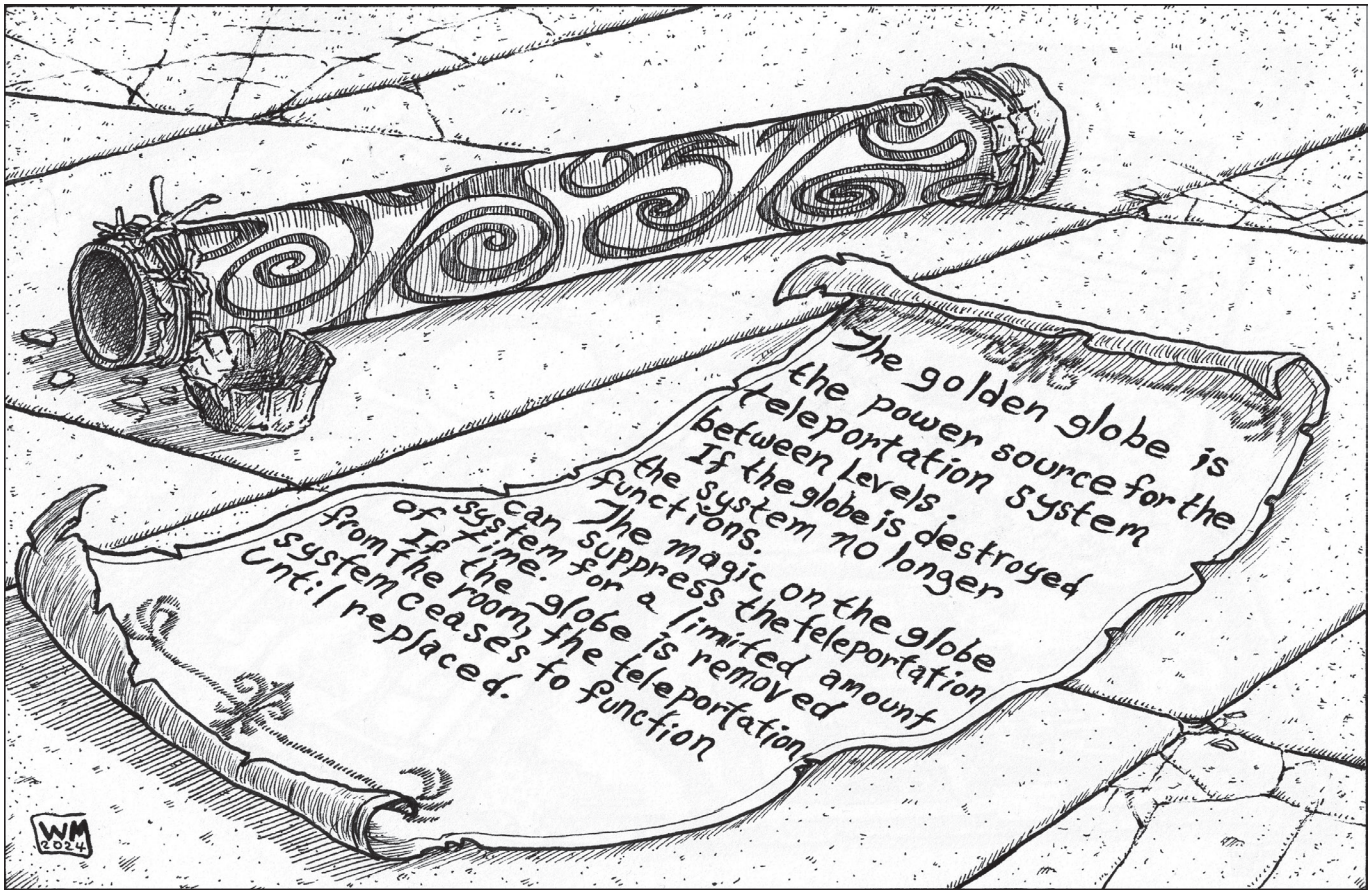

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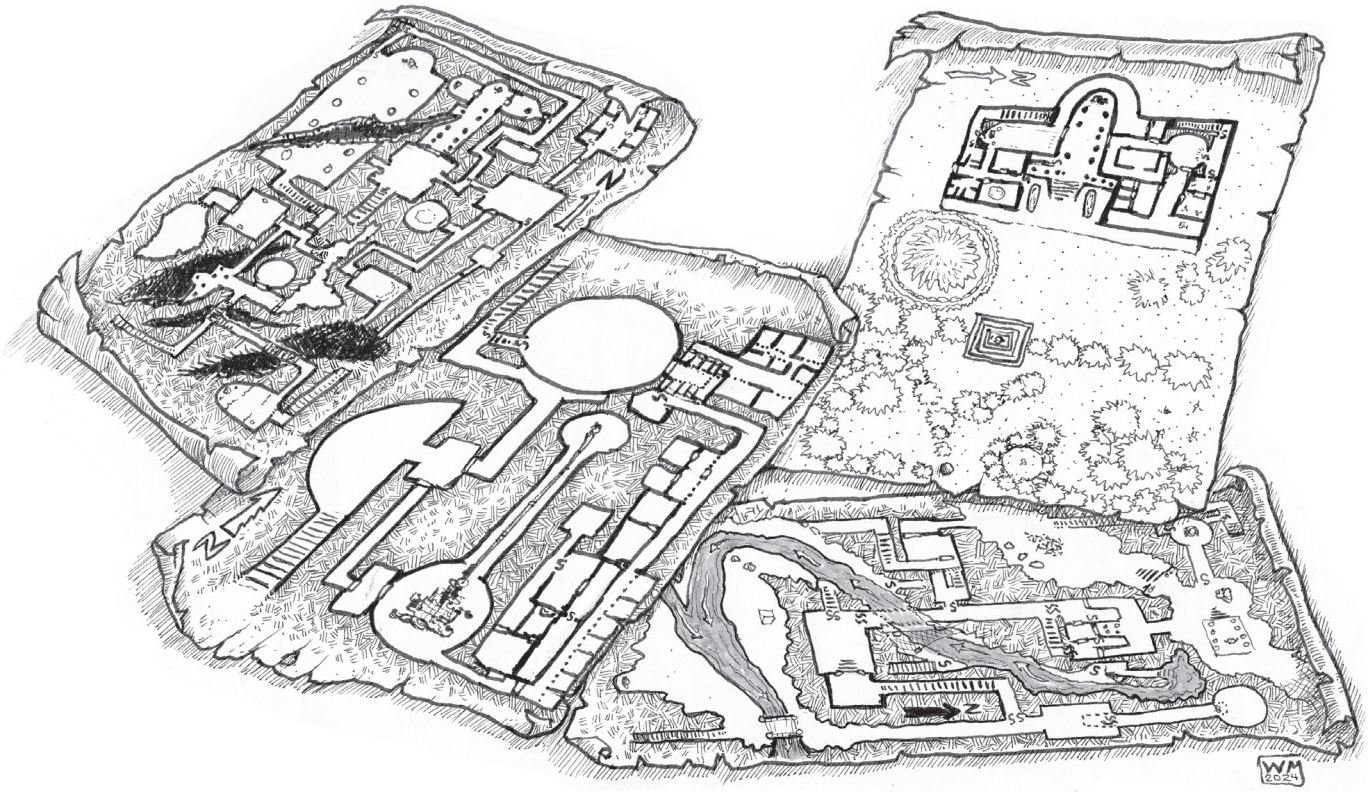

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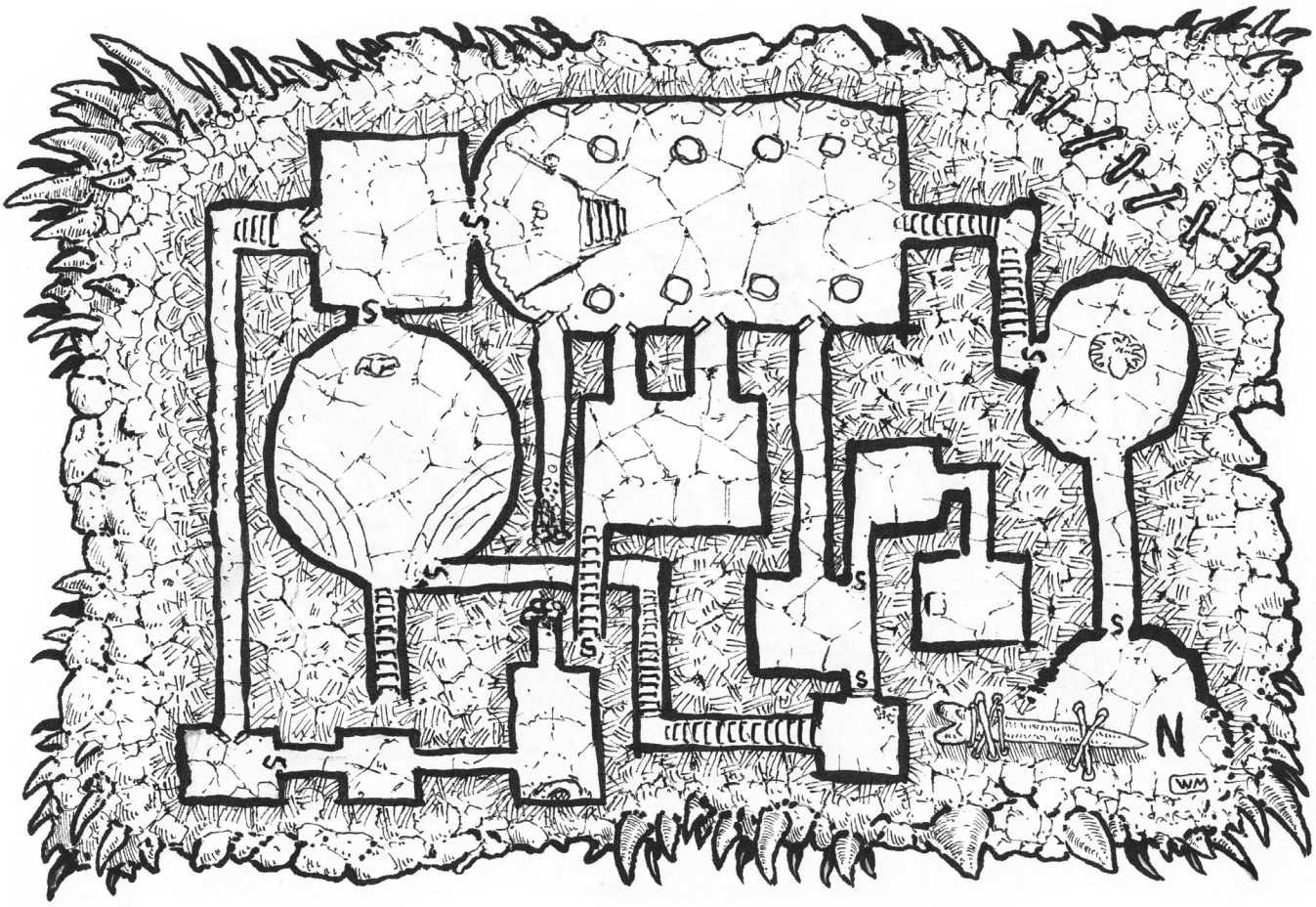

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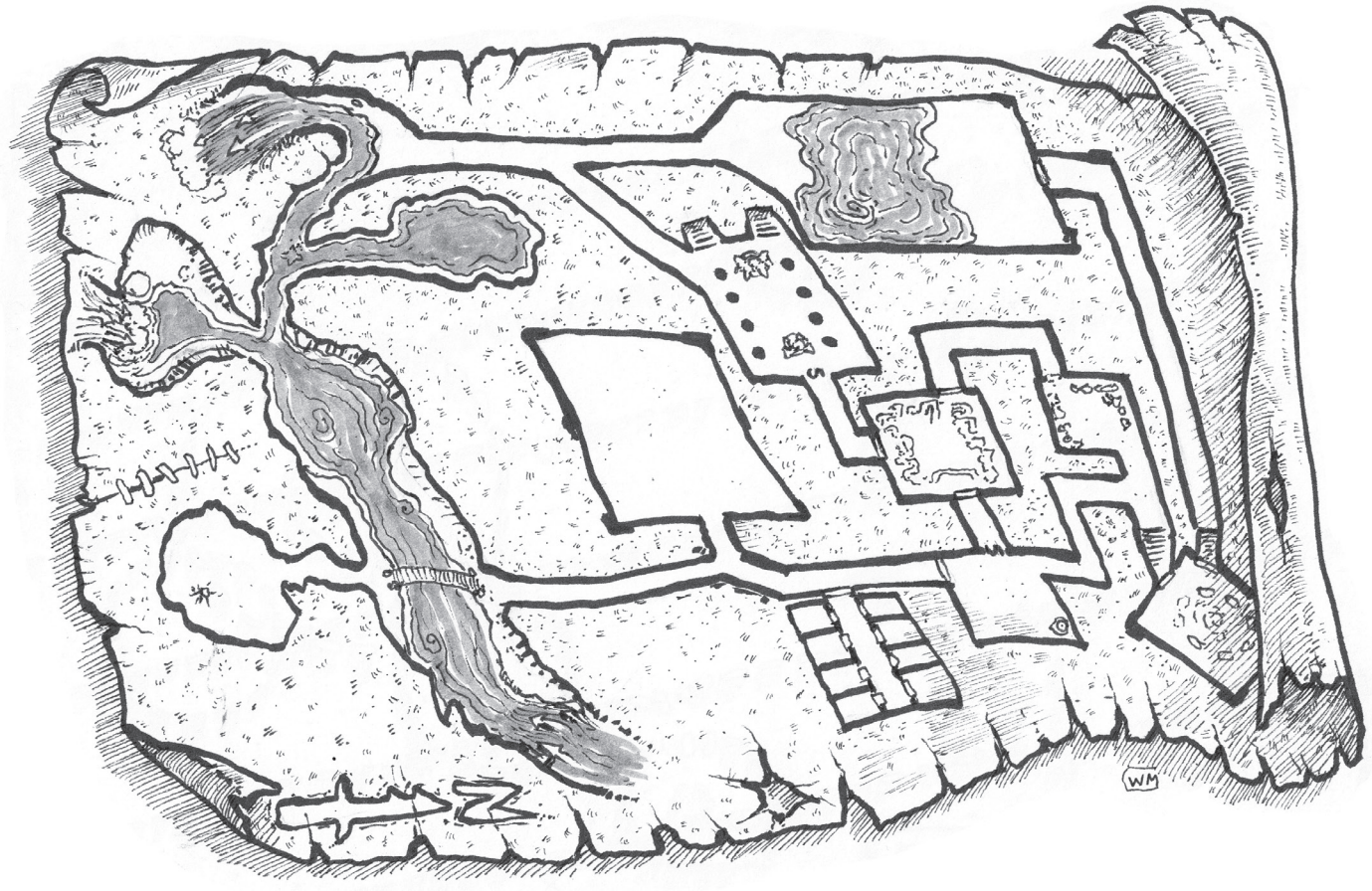

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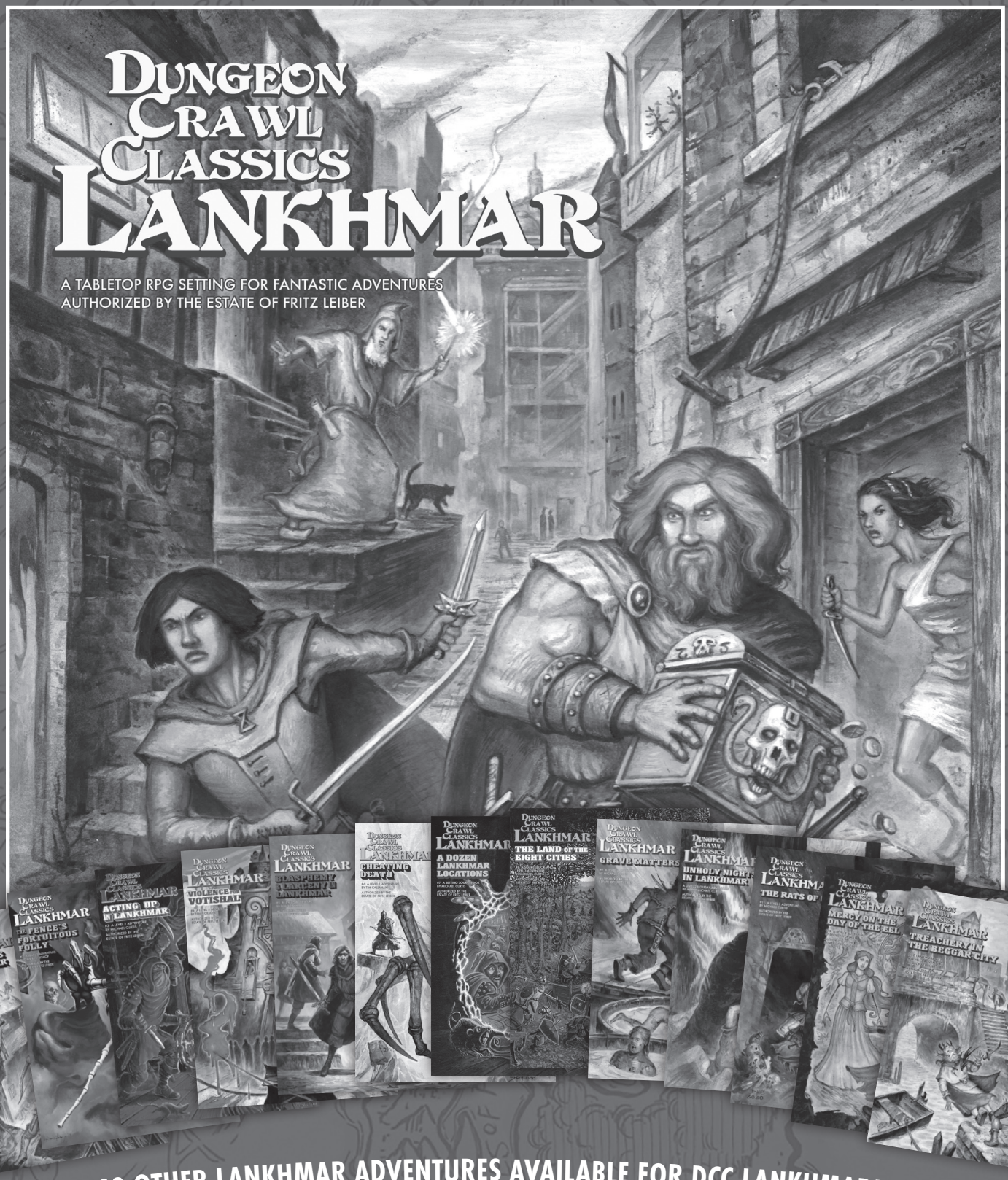

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